

**FIRST REVIEW! SUPER STREET FIGHTER II INSIDE!**

# SEGA PRO



AUGUST '94 • ISSUE 35

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**SEGA'S AUTUMN  
RELEASES - ALL  
REVEALED INSIDE!**

**DOOM FOR  
THE MEGA  
DRIVE?**

Well, nearly!

Find out on page 40...

**95%**

**FOR A  
MEGA-CD  
GAME?**

It's true! Battlecorps wants YOU!

**THIS  
MONTH...**

Shaquille O'Neal gets jumpy,  
Deep Space 9 beams down,  
Exo Squad toons up,  
Pete Sampras hits the Game Gear,  
FIFA CD scores a hat-trick,  
**AND**  
World Cup USA GG lifts the trophy!



**SIX PAGE  
PREVIEW**

**MORTAL KOMBAT  
II IS HERE!**



**EXCLUSIVE!**

Mega Drive 32 pix,  
specifications and  
games line-up inside!

28



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Paragon Publishing Ltd



MEGA-CD



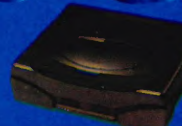
MEGA  
DRIVE



MASTER  
SYSTEM



GAME  
GEAR



SATURN



# It's time to



○ NAVVIE ○



○ THUG ○



○ GENTLEMAN ○

take apart monsters



take apart deadly hordes



# To take apart

## THE CHAOS ENGINE

FOR THE SUPER NES



# take a part



○ **BRIGAND** ○



○ **SCIENTIST** ○



○ **MERCENARY** ○



take apart ghouls



take apart armour-plated  
fighting machines

# The Chaos Engine

AND THE MEGADRIVE

**MICRO PROSE**









# TENT

## BEAT-'EM-UP SPECIAL!

There'll be blood on the carpet this month: **Mortal Kombat II** previewed, **Shaq-Fu** featured, **Super Street Fighter II** and **Dragon Ball Z** fully reviewed!



**COMPO**  
WIN A MEGA DRIVE (again?)  
YES! It's a different compo this time!  
Turn to page 14 to find out!

### BATTLECORPS



46

### WORLD CUP USA GG



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**MORE GAMES THAN ANY OTHER MAG!**

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# FRONTLINE

## YEP, IT'S ANOTHER ISSUE OF YOUR FAVOURITE SEGA MAGAZINE!

**Y**ou know, it's been a good few months for readers of this marvellous tome, but there comes a time when everything has to come to a close. End. Finish. Because things are getting EVEN BETTER! (Just thought I'd cause a few heart palpitations there.) You may well note a few minor changes to the magazine this month, in terms of its design and so on. Well, you know how it is with us – we're never flippin' satisfied – so we're introducing a few little tweaks here and there for a variety of cunning reasons. And there will be more soon, too! Mind you, at least we'll still look like a magazine and not like the front cover of a 1991 'Rave Hits' album.

And our policy of being the best Sega mag around continues this month with the first *Super Street Fighter II* review, the first proper in-depth look at *Mortal Kombat II*, the first specifications of the Mega Drive 32 and a full list of all the new Mega Drive 32 games in development!

Sometimes we make even ourselves sick!  
See you next month,

Nick Merritt, Editor.

### ANOTHER PITFALL

**A**ctivision dropped a real bombshell last month as they announced plans to release a Mega Drive and Mega-CD version of David Crane's all-time classic platform adventure, *Pitfall*. Reincarnated from its Atari days and a pitiful 8K program, it played a large part in starting the video games phenomenon. Pony Inc was responsible for an 8-bit NES version in *Super Pitfall*.

Added features for the '94 rendition include a new character, Harry Jr or HJ to his friends, a massive 14 levels of non-linear jungle action with bungee jump and skateboarding action to boot. Add sound FX created by Soundelux Media Labs (of Cliffhanger and In The Line Of Fire fame) oozing out of a 16-meg cart. Even a list of Hollywood artists are on the project for this simultaneous winter release.



Snakes alive! (Shut up – Ed.)

The graphics are a big improvement over the earlier versions.



A bit of sun came Bournemouth's way this month so Nick was first onto that beach. And last off it two days later when the sun finally went in. And barely out of bed the next day because of the fourth-degree radiation burns he'd contracted. Still, it was fun watching him hobble around the office like a leper at a Princess Diana photocall. Nick is now walking around shedding enough skin to make a suitcase out of. Anybody got a dustpan and brush?



Although a new member of the SEGA PRO team, Phil has been involved in video-game magazines for over six years. Most recently he's been working on our sister mag Mega Power (*Sad – Ed.*). Somehow Phil is finding the time to continue editing this while simultaneously working on SEGA PRO. How does he manage it all? Well, Phil puts it down to his 'high-energy diet' of cream doughnuts, bacon butties and Chinese take-aways. Burp.



Jason is dead good at days off – he gets enough practice! When he's not in the office, he's out on the beach, rippling his muscles and practising that croaked voice for when Nick phones up wanting to know why he's not in work. Jase wants to know if all the aggravation is worth it – we doubt it, but maybe one day he'll strike it lucky and bring a flock of gorgeous Italian babes into the office – then all his sins will be forgiven! We'll wait and see...



### DIZZIER BY THE MINUTE

**Y**ore relentless *Dizzy* stuff... Codemasters are releasing what they are claiming is the first triple-game cartridge for the 8-bits. It incorporates three *Dizzy* games, *Go! Dizzy Go!*, *Dizzy the Adventurer* and *Panic! Dizzy*, which are all original games and not re-issues. Each game has Dizzy in a variety of tricky situations, from *Adventurer's* underground cave theme and *Go's* maze-game approach to *Panic's* puzzle theme, there should be enough variety here to keep everyone happy.

Master System and Game Gear owners will be able to get their hands on these this summer.



### YET MORE MANGA!

**E**xpect to find three new Manga Entertainment videos on-shelf this coming month. First up, *Devil Man: The Birth*, a demonic horror move from manga and animation star Go Nagai. Expect to see this bone-chiller as a Hollywood live-action movie in 1996.



The fourth instalment of *The Guyver* will be made available from July 11th enclosing a special promotional sample of unique comic-strip Hellkatt. As for the story line, well that's up to you to find out.

*Maris: The Wondergirl* is classed as "a sexy space-comedy adventure complete with mecha, chases, crashes, explosions, aliens and a psychic nine-tailed anthropomorphic fox!" Enjoy.





# THE MAX

**M**aze games seem to have gone out of fashion on the Mega Drive recently, swamped under the deluge of cute platformers and repetitive shoot-'em-ups. But their history goes back just as far as the other games genres and in fact have probably seen more variation in gameplay than any other.

The granddaddy of maze games has to be the vastly successful *Pacman*. Introduced by Namco in 1981, it soon became the biggest selling arcade game of the time.

The idea was to guide a little yellow blob shaped like a Happy Eater sign around a variety of two-dimensional mazes, eating blobs and avoiding four ghosts that followed you around. Power-ups allowed you to turn the tables on your pursuers and eat the ghosts.

And that was that, through an ever-ascending number of mazes until you ran out of money or died.

*Pacman* also was a huge hit on the Atari VCS home console and there have been conversions and variations on every computer format ever made (including *Pacmania* on the Vic 20, *Munchman* handheld and *Gulpman* on the Spectrum).

There soon followed *Ms Pacman* and the *Pacman* arcade machine but things didn't really change until *3D Monster Maze* on the ZX81, the first isometric maze game *Ant Attack* on the Spectrum, and *Gauntlet* in the arcades (although soon converted to home systems - C64, Atari ST and Amiga).

An honourable mention must go to Ultimate Play the Game with their classic maze games *Alien-8* and *Knightlore* on the Spectrum, although we don't see many games of this type any more.

Of course, nowadays, we have *Wolfenstein* and *Doom* to thank for carrying the maze game forward into the 3-D shoot-'em-up arena, but let's not forget how it started - one hungry little yellow blob and four cute ghosts...

**Next month:  
Beat-'em-ups**



*Doom on the Jaguar - let's not forget where the maze game came from!*

## MEGAMASTER-TASTIC!

**D**atel Electronics, makers of the very handy Action Replay device, have cooked up another nifty gamesplaying gadget, the MegaMaster. Yep, if you're one of those Master System people who've done the sensible thing and upgraded to a Mega Drive and are marked that you've got zillions of old games you can't play any more... fear not! Datel's MegaMaster will allow you to play Master System games through your Mega Drive!

It works just like a Sega Master System converter, but it's smaller, around the same size of an Action Replay. If this interests you, you can reach Datel on (0782) 744182.

**The new Datel world-beater. Check it out for all your 8-bit requirements.**



Mark says he spends 50 weeks in the year looking at screens and pressing buttons. Why can't two weeks be different? We had to give in to him, so Mark gets two whole weeks away from work. He is spending his days of rest down in the south of France. Travelling by boat and train, he stresses how this will be an education as well as a pleasure. Hmm, an education of, booze, beaches and babes is what we all think. He replies "too right!"

## ALL SHOT UP



**A**dding to last month's Front Line report on busy software publishers Domark (*F1, Marko*), a new shoot-'em-up adventure along the lines of a certain popular PC game is pencilled in for an October release. *Bloodshot* will incorporate a head-to-head feature, bloody gun-toting action and spine-chilling atmospheric qualities. Could this really end up being *Doom* on the Mega Drive? Soon find out...

## ARCADE NEWS



This month SNK's *Super Sidekicks II* and a linked-up *Daytona USA* come under close scrutiny, plus Midway's three-player *Aerosmith blaster Revolution X*. **SEGAPro** zaps, kicks and fires his way through the arcades...

## SUPER SIDEKICKS II

SNK

**K**icking off on the arcade scene around now is the hotly awaited follow-up to the *Super Sidekicks* soccer sim. New features to boot are an array of

blasting goal sequences, intricate back-heel passing techniques and a wider choice of teams. The addition of a very sporting penalty shoot-out, that not only gives you some chance but looks really good as well, and a special shot selection facility where the screen switches to a penalty-like scenario, guarantees a well-spent 50 pence.

Above all, there is a general improvement from the original (not a mean feat) and though it's not too tricky to finish in one-player mode, the two-player option will keep you, dare we say, coming back for more. Unstoppable sound FX and a bright, enticing selection of stadiums makes *Super Sidekicks 2* a strong contender for this month's best release. Or will the enhanced version of *Daytona USA* be strong enough to lure you away into a head-on two-player battle?



## DAYTONA USA - TWIN-CAB VERSION

SEGA

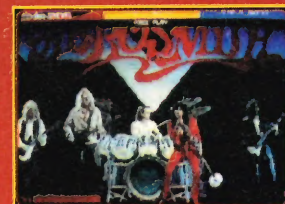
**S**treaming into our local Sega World, thousands of aspiring Nigel Mansells (young, old and well over the limit at the weekends) have been battling in a stonking two-player duel as *Daytona USA* twin-cabs reached our sun-drenched coastline. You must have played the standard sit-down cabinet by now, so there's no need to glorify the graphics and sheer exhilaration value, though they are awesome. Unsurprisingly, *Daytona USA* twin-cabs are to be linked up in the same way as *Virtua Racing*, but if you're a member of the long-legged clan, much like Jason, then you'd better be prepared for a tight squeeze.

## REVOLUTION-X

MIDWAY

**O**ut of the blue yonder, Midway have come-up with a somewhat extraordinary three-player shoot-'em-up based on the American Grammy-award-winning band Aerosmith. *Revolution-X*'s story line reveals that The New Order Nation, a corrupt alliance of government and business boffins, have kidnapped Aerosmith from an LA concert hall and are plotting to control the world's youth. You, as the world's youth, must fight back and rescue the band.

Claiming to implement a 'unique non-linear playing system' *Revolution-X* is certainly different. Battle-torn locations such as LA, South America and Japan test you and your fellow warriors' shooting skills. Fortunately you're armed with devastating missiles and flying discs (CDs perhaps?) to take out the hordes of costume-clad baddies. If you're a fan of Aerosmith's music, of which there is a constant blast from the DCS sound system, or games of the *Alien 3* genre, this is one for you.







CHARTS  
COMPILED  
BY  
GALLUP

### ... MEGA DRIVE ...

1	FIFA International Soccer	EA	£44.99
2	Virtua Racing	Sega	£69.99
3	PGA European Tour	EA	£39.99
4	Sonic the Hedgehog 3	Sega	£59.99
5	World Cup USA '94	US Gold	£44.99
6	Dune 2	Virgin	£49.99
7	Ryan Giggs Soccer	Acclaim	£39.99
8	NBA Jam	Acclaim	£49.99
9	Road Rash 2	EA	£39.99
10	Sensible Soccer	Sony	£39.99
11	Cool Spot	Virgin	£44.99
12	Pete Sampras Tennis	Codemasters	£44.99
13	Micro Machines	Codemasters	£34.99
14	Robocop vs Terminator	Virgin	£49.99
15	Aladdin	Sega	£49.99
16	Olympic Gold	US Gold	£29.99
17	Jungle Strike	EA	£44.99
18	Street Fighter II SCE	Sega	£44.99
19	Zool/James Pond 3	Telstar	£44.99
20	X-Men	Sega	£44.99

### ... MASTER SYSTEM ...

1	Jungle Book	Virgin	£32.99
2	Micro Machines	Codemasters	£29.99
3	The Simpsons	Acclaim	£34.99
4	Sonic Chaos	Sega	£29.99
5	World Cup USA '94	US Gold	£29.99
6	Shinobi	Sega	£14.99
7	Super Monaco GP	Sega	£14.99
8	The Ninja	Sega	£9.99
9	Mickey Mouse	Sega	£29.99
10	Outrun Europa	US Gold	£29.99

### ... GAME GEAR ...

1	Jungle Book	Virgin	£32.99
2	Micro Machines	Codemasters	£29.99
3	World Cup USA '94	US Gold	£29.99
4	NBA Jam	Acclaim	£34.99
5	PGA Tour Golf	Tengen	£29.99
6	Sonic 2	Sega	£27.99
7	Desert Strike	Domark	£29.99
8	Sonic chaos	Sega	£29.99
9	Spiderman	Acclaim	£27.99
10	FI	Domark	£29.99

### ... MEGA-CD ...

1	Night Trap	Sega	£49.99
2	Ground Zero, Texas	Sony	£49.99
3	WWF Rage In The Cage	Arena	£49.99
4	Lethal Enforcers	Homami	£54.99
5	Time Gal	Sega	£39.99
6	NHLPA Hockey 1994	EA	£44.99
7	Batman Returns	Sega	£44.99
8	Sherlock Holmes	Sega	£44.99
9	Thunderhawk	Core	£44.99
10	Sonic CD	Sega	£44.99

## SEGA'S AUTUMN LINE-UP

Straight from America, SegaPro brings you the very first look at what Sega have in store for you this Christmas! We start with the Mega Drive releases...

# EXCLUSIVE

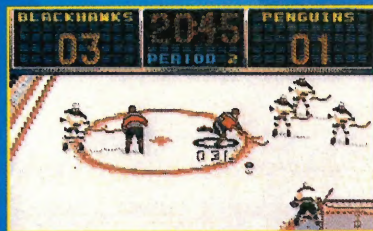
Sonic and Knuckles is the big news as the little echidna returns to harass our favourite blue friend all over again. Sega tell us: "It's backwards compatible with *Sonic 1, 2* and *3*", and are claiming that what they've done with the game has never been done before! Interesting... Mega Drive owners get ready for an October 1994 release!



NFL Football '95 will be looking forward to the latest NFL game.

NFL Football '95 hits the streets as well. With four-player action, sprite scaling and battery backup, this could be the biggest NFL yet!

NHL Hockey fans, get ready for NHL '95! With all 26 NHL teams featured, a choice between 650 NHL stars, 3,000 frames of information,



More NHL Hockey is on its way this autumn.

battery backup and a four-player option, this 16Mbit cart should be available this Christmas.

Ratchet & Bolt is a new Mega Drive title expected this Christmas. It's set in the future where the aim is to play as two powerful but badly-built robots, mopping up bad guys and saving the



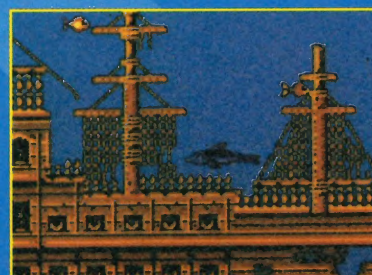
day. It'll contain split-screen action, a vast array of weaponry and 16Mbit of game-play.

Taz In Escape From Mars has you meeting all your favourite Warner Bros. cartoon characters, from Yosemite Sam, to Wile E Coyote. Taz has had his moves souped up and there will be a full six levels across two planets! This 16Mbit cart will be available this autumn.



More Tazmanian devil malarkey - meet you favourite cartoon friends.

Ecco returns in Ecco: The Tides of Time. The evil Vortex is back and Ecco is also back with a new companion, Trellia, to reconstruct Asterite and save the world! There'll be 25 levels, a 3-D section, morphing and a password save. This one- or two-player 16Mbit game will be available this autumn.



Ecco the Dolphin makes a welcome return to the Game Gear.

Batman and Robin are back in the Adventures of Batman and Robin, based on the animated TV series. You'll be battling against all the well-known Bat-characters (Joker, Mad Hatter etc) and the game will be available this Christmas.

Jurassic Park - Rampage Edition is up for release at the same time as the video hits the streets, this autumn. Faster, with more levels, it'll be another 16Mbit cart for the Mega Drive.

Mega-CD owners can relax in the knowledge that there's going to be plenty of stuff for them as



An intriguing name for a game! Hope it shapes up.



Fancy a round with Fred Couples? It's easy now.

Couples' Golf - all available this autumn.



The new Sonic Game Gear title should keep portable people perky.



The Game Gear is also looking good with Sonic the Hedgehog: Triple Trouble, where Knuckles makes his GG debut. Tails appears as a controllable character and there's a new character called Nack the Weasel. You'll be able to jetski, take to the air in a new 3-D stage and there'll be a full six zones and five sub-zones in this 4Mbit cart. Autumn is the date!

Dynamite Headdy is also going to be available on the Game Gear this Autumn, as is Ecco: Tide of Time (4Mbit, autumn), Taz in Escape From Mars (4Mbit, autumn), NFL '95, and NHL All-Star Hockey. Not bad at all.



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**turn on...**

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will *juggle* your senses.



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3DO INTERACTIVE MULTIPLAYER



## Roadshow Venues

### 23-24th July

Thorpe Park Surrey

### 26-28th July

New Forest Show Brockenhurst

### 30-31st July

Fairford International Air Tattoo  
Gloucester

### 2-7th August

Swanage Regatta & Carnival Dorset

### 9-10th August

Lakeside Thurrock Essex

### 12-14th August

Northampton Balloon Festival

### 17-21st August

Airborne '94 Eastbourne

### 24-27th August

Dartmouth Royal Regatta

### 29-30th August

Aintree Show

### 1st Sept

Bucks Show Aylesbury TBC

### 3-4th Sept

Sheffield Show

### 7-13th Sept

Chessington World of Adventures

### 21-25th Sept

LIVE '94, Earls Court London

### 28th Sept. -4th Oct

Lakeside Thurrock Essex

### 9th Oct

East of England Autumn Exhibition  
Peterborough

### 11-15th Oct

Meadowhall Centre Sheffield

### 17-22nd Oct

Merryhill Centre  
Brierly Hill West Midlands TBC

### 24-29th Oct

Fairfield Halls Croydon

### 2nd Nov

City of Portsmouth Firework Display

### 4th Nov

26th Big Night Out Suffolk

### 7-12th Nov

Clifton Moor Centre York

### 14-18th Nov

Metrocentre Gateshead

These details correct at time of going to  
press. For further info call: 0800 444 220





## PRODATES

### JULY

#### MEGA DRIVE...

GLOBAL GOLF (Codemasters)  
TIN HERO (MicroProse)  
ITCHY AND SCARTCHY (Acclaim)

#### ...GAME GEAR...

WORLD CUP USA 94 (US Gold)  
SONIC SPINBALL (Sega)

#### ...MASTER SYSTEM...

BATLEMANIACS (Virgin)

### MEGA-CD...

WORLD CUP USA 94 (US Gold)  
SENSIBLE SOCCER (Sony)  
BATTLECORPS (Core Design)

### AUGUST

#### MEGA DRIVE...

BENEFACITOR (Psygnosis)  
FLINK (Psygnosis)  
HARDCORE (Psygnosis)  
EXCELLENT DIZZY (Codemasters)  
SKELETON KREW (Core Design)  
VIRTUAL BART (Acclaim)  
SUPER STREET FIGHTER II (Sega)  
WORLD CHAMP SOCCER (Sega)

#### ...GAME GEAR...

EXCELLENT DIZZY (Codemasters)  
THE KULH (US Gold)

#### ...MASTER SYSTEM...

EXCELLENT DIZZY (Codemasters)

### MEGA-CD...

SOULSTAR (Core Design)  
DRAGON'S LAIR (Sega)  
FLYING NIGHTMARES (Domark)  
MEGA RACE (Mindscape)

## THE ANIMALS

The first interactive edutainment title for the Mega-CD is coming this September. *The Animals* is a year-old PC CD-ROM port featuring live action from the world famous San Diego zoo. Spy on the lives of hundreds of wild animals, without the risk of losing life and limb, via FMV movie clips. Listen to what the San Diego employees have to say and choose from over 200 different menu items. Sounds good, eh? Hmmm.

## MEGA BOMBER MAN COMES TO TOWN

Mega Bomberman – a sensation on the Super Nintendo (*Super Bomberman*), it originates from the Amiga classic *Dyna Blaster*. Boasting a multiplayer battle mode, very addictive gameplay and scores of quirky tunes and spot FX, it's completely engrossing played alone or against up to three friends. Boasting extra power-ups and a previously unseen mode of transport the Mega Drive version will be an outstanding improvement on the SNES title. The idea of the game is to blow-up your opponent, or CPU-controlled nasties, before they kill you through-out a variety of maze-like levels. More news soon!



## BASKET CASE

Sega are dodging and weaving before dunking a basketball title onto the Game Gear this summer. Under the provisional name of 'Street Basketball', this NBA Jam rival will be 4Mbit and include a Gear-link option. The playing style is two-on-two, and like *NBA Jam*, there will be little complication with the rules as this is very much an arcade-style slam-dunker. It will be released in August – look out for a review soon!



## FX MATE

Star Wars is coming to the Mega-CD. Well, sort of. Anyone for chess? This PC CD-ROM port uses the same engine as the *Chessmaster* series, which is excellently compiled and one of the toughest ever chess games. Standard gameplay is made more interesting using a combination of animated sequences. Can you resist the lure of Darth Vader, R2-D2 and pounding *Star Wars* music? Multitudes of options and a save facility make this September title well worth a look. We'll have a full review for you next month.



## VIRGIN ROAR

Check this out! You are feasting upon the very first printed screenshots of Disney's new animated game conversion, *Lion King*! Much has been said about this in the last few months, but nobody has managed to print pix until this moment. Disney have drawn over 2000 frames of animation which bring superb realism to the travels of Simba the lion as he travels his kingdom, defeating hyenas and duffing up his ruthless uncle Scar. Sadly, we're also going to have to put up with a soundtrack by Elton John, but life ain't ever perfect.

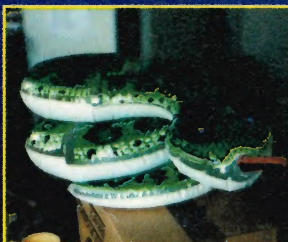


## BRIBE of the MONTH

After the class bribes we got last month, it's back to earth with an unnecessarily hard thump. Still, if you want to soften it, you know what to do...

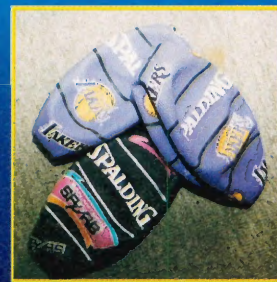
## ACTIVISION

Wow. A name from Nick's gamesplaying past this one. There used to be a time when Activision was the cart company name on everybody's lips. Anyway, they want their No1 position back and are prepared to get nasty! Hence the large coiled boa constrictor they sent us this month – not so much of a Bribe of the Month as a Blackmail. Jason, who's afraid of snakes, jumped out of the window and hasn't been seen since but Nick is made of stronger stuff, wrestling it to the ground, strangling it and stabbing it 15 times before Mark pointed out that it was only inflatable. Mark has since vanished too.

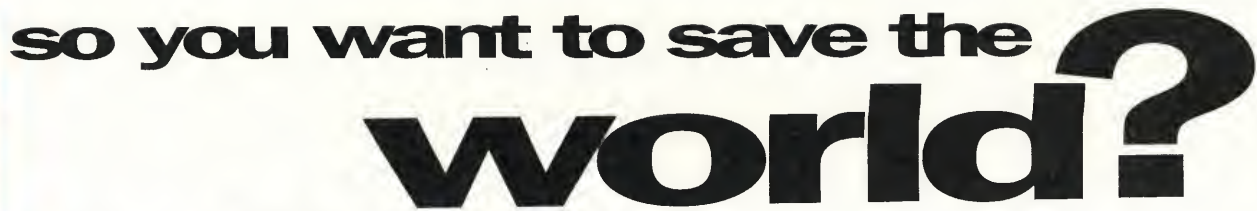


## ACCOLADE

Accolade said balls to the lot of us this issue as they sent us a load of deflated basketballs. Phil, whose level of physical activity barely extends beyond getting out of bed in the morning, thought that was the way they were supposed to look while Jason, anxious to impress after the snake fiasco, offered to prove his manliness by inflating them with only the power of his lungs. Jason, who has recently given up smoking, underestimated the amount of gunk still festering down there so if anyone wants a basketball full of phlegm you know where to come...







# green



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As a **SUPERHERO**, it's enough to make your blood boil, your muscle-mass quadruple and your flesh turn green... The dreaded Leader™ is poised to dominate the world with the help of his bizarre bunch of hard-baked buddies - Tyrannus™, Absorbing Man™, Abomination™ and Rhino™ - until you burst on to the scene. Anger management never was your strong suit, but now it's gonna be a life-saver. Pumping up the action in a hulking display of powerplay, you demolish enemies, environment and machinery... just about everything you can get your bare hands on! At last - a game which gives you that **INCREDIBLE** feeling.

AVAILABLE ON - THE MEGA DRIVE, GAME GEAR, MASTER SYSTEM & NINTENDO SUPER NES.



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ARCADE CHARTS		
1	2	DAYTONA USA
2	1	VIRTUA FIGHTER
3	4	RIDGE RACER
4	NE	JURASSIC PARK
5	3	SUPER STREETFIGHTER II X



## AFTER ARMAGEDDON

**W**hat a long-winded title! This Mega-CD RPG is based on a popular PC title, *Final Armageddon*, and tells a new story. The heroes in the game are actual monsters who evolve by eating humans!

The World belongs to these grotesque monsters, and the heroes are monsters too! And the battles are monsters vs monsters too... It's all a little confusing. Only 40% of the game is complete at the moment – watch this space for further details.



## CHARTS

1	NE	DRAGONBALL Z (MD)
2	1	VIRTUA RACING (MD)
3	NE	HEAVENLY SYMPHONY (M-CD)
4	NE	ULSEI YATSUAA (M-CD)
5	NE	TANTO ARLU (MD)
6	NE	POPPLE MAIL (M-CD)
7	11	SONIC DRIFT (GG)
8	NE	PHANTASY STAR II (GG)
9	NE	MONSTER WORLD IV (MD)
10	2	BARE KNUCKLE III (MD)



## GETTING FIZZICAL

**C**okie is a boy who attends Scat School in Coke City. He loses his skebo, and then a popular teacher at his school, Sakura Ko, is kidnapped by an evil gang. Cokie must set off and save her...

You read about this first in last month's Jap news, and this month we have pictures of the kid with the fizz. Sega's *Coca Cola Kid* will be advertised across Japan – the commercials will portray some of the characters in Cokie's adventures.

It's a side-scrolling action game pitting you against the clock. A certain speed must be reached to clear each stage. Cokie (leading swigger) attacks his opponents with kicks and sliding movements, and also indulges in special dash attacks and wall-climbing activities. Skebos and Frisbees are two of the items Cokie can use as a weapon.

The movements of the characters are said to be exaggerated to put more life into the game. There's also a tricky boss stage where the side-scrolling format is replaced by a change of scene to make the game-play more interesting. This 4Mbit handheld title will be released on August 5th and will be a joint venture between Coca Cola and Sega.



# NIP BITS

● Atlas are a new software company over in Japan, making their debut in the Sega market with a Mega Drive title called *Gouketsuji Tribe* – based on a famous action-adventure film. It's not due for release until the end of the year, but many are looking forward to this potential Christmas cracker. Only one character has been finished so far, but results so far look promising. The game includes a 'Battle Royal' mode which is played between two teams. Two of the heroines, Oume and Akane, suck the blood from their enemies – the gore factor suggests this is far more than just a plain action game! Look out for it soon.

● Video games are making their mark on the pop world! The first solo concert by budding Jap pop stars B-Univ took to the airwaves on Air West on April 20th. The group played 13 tracks, including the latest vibes generated from *Daytona USA* and *Virtua Fighter* – Japan's two most popular arcade titles! Their latest album is now on sale through Toshiba EMI at a price of 3,000 Yen.

● One of Japan's leading software companies, Koei, are not just interested in software production. They have launched a comic from the their Koei Cult Club series, and it's called 'What is love about in Girls' Comics?'. It illustrates, through the changes apparent in girls' comics, how the views of girls themselves have changed in today's society. 'Candy Candy', 'The Rose of Versailles' and 'Aim the Ace' are three other comics published by the same cult club.

● Technos Japan have a title due for release very soon. It's for the Game Gear, and sure to turn you into a real beach bum! The sport is Volleyball, the leading character is Popeye, and the setting will be oriented around sun, sand, sea and surf. It's called *Popeye's Beach Volleyball* and is the first handheld simulation of the minority sport. Check out all the spinach soon!

● Join in the Super II Championship '94! People who are good at games are told to come along to the championships in Kokugi Kan on August 14th to fight it out for the prestigious Street Fighter award. If you wish to obtain the passport to play, send a postcard to Kyobashi – Post Office II, Chuoku, Tokyo, PO Box 08-91, for the attention of the Super II Championship'94 office.

## PRO DATES

### JULY

J LEAGUE PRO STRIKER 2  
STAR WARS REBEL ASSAULT

### AUGUST

COCA COLA KID  
POPEYE'S BEACH VOLLEYBALL  
SURGING AURA  
STREET BASKETBALL

### SEPTEMBER

AFTER ARMAGEDDON



# GREED,



Sue  
14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

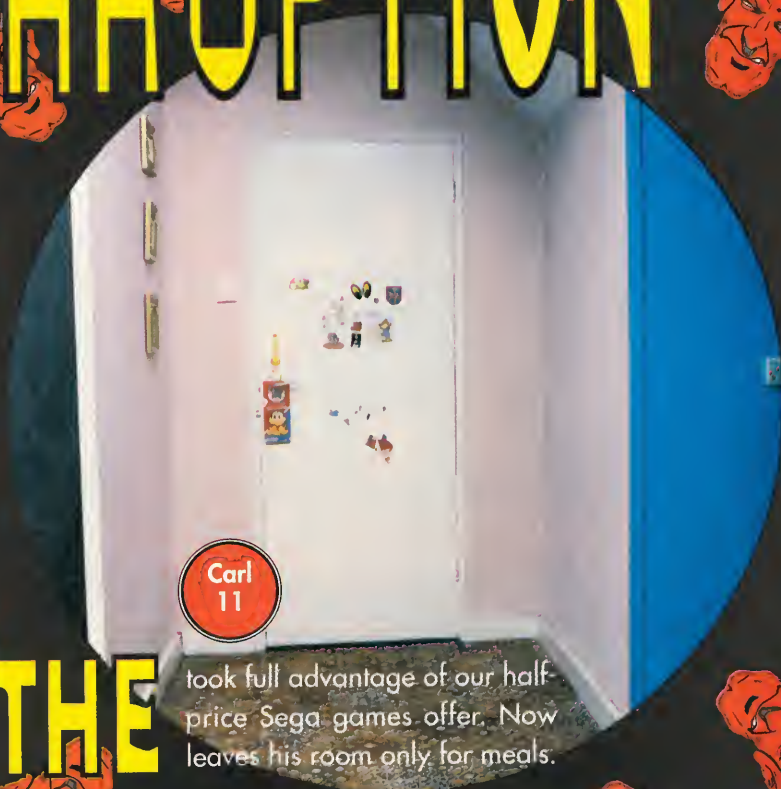


Steve  
17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

# CORRUPTION

# &



Carl  
11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.



Joe  
15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

# THE MIDLAND LIVECASH DEAL

**Can you handle it?** Opening a Livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

NAME (MR/MISS/MS)

ADDRESS

POSTCODE

SEGA PRO/08



**MIDLAND**  
The Listening Bank

member HSBC group



**COMPO**



# MEGA MONSTER MUNCH



**If you're brilliant, unbeatable or simply hungry!... Get Searching!**

**N**ever has a competition been more worth winning. This Summer a new corn snack will be hitting your local foodstore's shelves. Walkers crisps are launching a newly packaged, newly flavoured Monster Munch. Mega Monster Munch is the biggest (40g bag), tastiest (Flamin' Hot flavour), best value (RRP 30p) snack ever!

The Sega Mega Drive is the best 16bit console in the world. If for some strange reason, like you live on planet OuttaHereAndFarAway-Man, you don't own a Sega Mega Drive, this is your chance to get one for the price of a stamp. Play all the latest games, like *Super Street Fighter II* and *Mortal Kombat II*, or use it as a gob-wedge when your younger brother or sister won't stop whining. The choice is yours!



**WIN  
FIRST PRIZE  
A SEGA MEGA DRIVE  
& A YEAR'S SUPPLY  
OF SCRUMMY MEGA  
MONSTER  
MUNCH!**

**5 RUNNERS UP  
A YEAR'S SUPPLY OF  
SCRUMMY MEGA  
MONSTER  
MUNCH**

## MONSTER WORD SEARCH

So, if you want to win a years supply Walkers Mega Monster Munch, and a Sega Mega Drive, this is your chance.

### WORDS TO FIND

**MEGA ✓  
SEGA  
FLAMIN HOT  
CORN  
COMPUTER  
WIN  
MUNCH  
PRO  
FLAVOUR  
SNACK  
GAME**

G	F	M	O	C	O	R	N	A	W
A	L	X	P	O	F	H	L	S	I
G	A	M	E	M	Q	I	E	K	N
I	V	A	K	P	K	S	C	S	D
T	O	D	W	U	J	T	E	E	F
L	U	A	R	T	Y	M	E	G	A
P	R	O	S	E	N	U	E	A	K
I	O	L	E	R	A	N	R	Z	U
S	N	A	C	K	R	C	M	V	E
F	L	A	M	I	N	H	O	T	J



Please send your completed wordsearch entry (a photocopy will do) to:  
**MONSTER WORD SEARCH**  
SEGA PRO  
Paragon Publishing Ltd  
Durham House  
124 Old Christchurch Road  
BOURNEMOUTH BH1 1NF

Entries to arrive no later than 20 August 1994.



# NO MERCY IN THIS COURT.

Ranked number one\* in the world, Pete Sampras can turn a ball into a ballistic missile. When he pulls the trigger, your first priority is to get out of the way.

Scorching serves, fearsome forehands, blistering backhands and smashes to make a ball-boy wince. It's all here - full-blooded, full-on extreme tennis.

Pete Sampras Tennis is packed with features like interactive sampled speech and realistic sound fx throughout, after-touch ball control, 18 different world locations, action replays, action replays and a repertoire of shots British players would give both arms for.

Pete Sampras Tennis comes on the new J-Cart, a revolutionary cartridge with 2 additional joypad connectors built in for simultaneous 4-player power! No adaptor needed - just plug in and before you can say "New balls please", up to four of you are giving the ball a serious thumping.

The ultimate tennis game is here - except it's not just a game. Have you got the balls?

Megadrive out June 16.  
Game Gear out August 19.

*"The best tennis simulation and a brilliant multi-player experience"*  
SEGA MAGAZINE **92%**

*"The only tennis game you'll ever need - absolutely brilliant!"*  
SEGA PRO **90%**

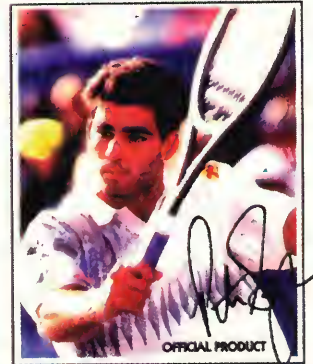


**J-Cart**  
**1-4 PLAYERS**  
PLUG UP TO 2  
EXTRA JOYPADS  
INTO GAME CART.  
No adaptor needed

Codemasters

*"The most playable, easy to pick up and fun tennis game I've ever played"*  
MEAN MACHINES **93%**

**PETE  
SAMPRAS  
TENNIS**



Licensed by Sega Enterprises Ltd. for play on the SEGA MEGADRIVE SYSTEM

**Sportsmaster**  
IT'S NOT JUST A GAME

CODEMASTERS - TEL: 0926 814132 FAX: 0926 817595

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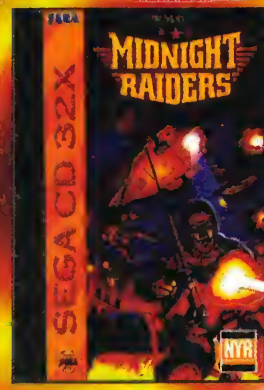
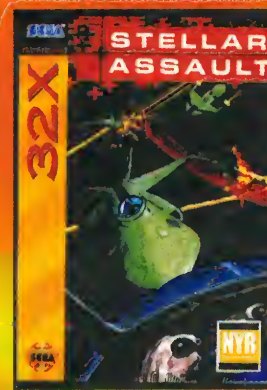


**FEATURE**



**MEGA 32**

Which magazine would you trust with the first news, specs and pictures of the new Sega 32-bit Mega Drive upgrade, and all Sega's upcoming Mega Drive 32 and Mega Drive games? Of course - it could only have been **SEGAPro!** Start reading now...  
By Nick Merritt.



# RELIGHT SEGA'S



## THE MEGA DRIVE 32 UNVEILED

One could be forgiven for being a bit confused at the moment. One moment the Saturn is the Next Big Thing, the next we hear this Mega Drive 32 thingy is the biz. It's enough to make anyone give up Mega Drive gaming for good, but luckily SegaPro is here to help ensure that you stay unhealthily addicted to video games. And judging by what we've managed to find out, Sega intend that to be for the rest of your life.

The Mega Drive 32 was unveiled four months ago, to fill the gap between the Mega Drive and the Saturn. As Sega thought more about how they were going to market the machines, they eventually decided on making the Saturn their high-end multimedia machine, which in retrospect was not surpris-

ing when the cost of Saturn's technology was going to lead to a price point of £350.

So enter a 32-bit Mega Drive upgrade, being priced at £150. The Mega Drive 32 will contain much of the same hardware slated to appear in the Saturn (see 'Tech Specs' boxout elsewhere on this page). But one piece of information that hasn't yet been revealed until now is that the Mega Drive 32 is also going to be able to enhance the Mega-CD's video capability. Called 'TruVideo', it smooths out the Mega-CD's terrible FMV into something a little more impressive. So expect a distinct range of Mega-CD-based

The Mega Drive 32 slots neatly into the top of the Mega Drive like so, upgrading your system considerably. Looks like a mushroom...

Mega Drive 32 games too, as apart from the 'normal' Mega Drive 32 ones.

The upshot of the new technical specs should mean near-arcade-perfect conversions should be possible. However, Sega reckon the technology is not going to be quite up to the scratch of their Titan arcade specifications. Sega have said, "We have plans to make a complete adaptation of all [of *Virtua Fighter*'s] movements and skills. On the other hand, there will be a reduction in the number of polygons compared to the coin-op."

This essentially means that either the animation is going to be less smooth than the arcade game, or (as is more likely) the characters will not move quite as realistically as they currently do. We will soon find out...

## MEGA DRIVE 32 GAMES

Look out for these Mega Drive 32 games, expected to be available when the machine itself is launched this autumn:

**Doom** - a conversion from the hugely successful PC version [24Mbit]

**Star Wars Arcade** - featuring the latest texture mapped graphics, [24Mbit]

**Super Motorcross** - features three bikes and 16 courses [16Mbit]

**Virtua Racing Deluxe** - with a full six courses. Will be twice as fast as the Mega Drive version [24Mbit]

**Tempo** - guide Tempo the space-hopper and help him morph! [24Mbit]

**Super Space Harrier** - Based on the hit arcade game [24Mbit]

**Stellar Assault** - 3-D space-based shoot-'em-up [24Mbit]

**Super Afterburner** - Realistic F15-based flight shooter [24Mbit]

**Cyber Brawl** - *Virtua Fighter*-type two-player beat-'em-up [24Mbit]

**Fred Couples's 36 Hole Golf** - 18 golfing holes, 4 players [24Mbit]

**College Basketball** and **Metal Head**.

We've also been lead to believe that Sega are working on versions of *Virtua Fighter* and *Jurassic Park* as well.





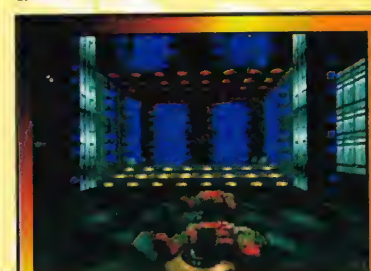
## MEGA DRIVE 32 TECH SPECS:

- **CPU:** 2 Hitachi 32-bit SH2 RISC processors running at 23MHz/40MIPS
- **Co-Processing:** Mega Drive's Motorola 68000 and a new DSP
- **Graphics:** Dual frame buffers allow rendering of 50,000 polygons per second; texture mapping, hardware scaling and rotation
- **Colours:** 32,768 on-screen simultaneously
- **Memory:** 4Mbit RAM in addition to Mega Drive and Mega-CD
- **Video:** Able to overlay a plane of graphics over Mega Drive video
- **Audio:** Stereo digital audio with programmable sample rates. Audio mixing with Mega Drive 32 sound
- **Price:** £150
- **Available:** This Autumn – Christmas 1994



## LATEST SATURN NEWS...

**T**he latest word on the good old Saturn is as follows... It'll be launched in Japan in late November with *Clockwork Knight*, *Virtua Fighters*, *Daytona USA* and a version of *Mystery Mansion* all being available on release. However, don't expect a European release until mid-1995 at the earliest.



## DOOM

**B**ased on the vastly successful PC game which has just hit the Jaguar, *Doom* is a first-person perspective 3-D shoot-'em-up where you wander around a selection of futuristic locations, all set on an alien planet. Your weapons range from guns to chainsaws and the idea is to destroy as many aliens as possible.

The game's graphics are superb, with texture-mapped corridors setting new standards in smooth scrolling and realism. Coming on a 24Mbit cart, this single-player game will be a must-buy when released this autumn. Can't wait!



*Doom*, the stunning PC and Jaguar game, is on its way for a Mega Drive 32 release very soon.

# PUTTING S FIRE

## MEGA-CD 32 GAMES

You'll be able to use your Mega Drive 32 unit to upgrade your Mega-CD too! Look out for these games:

*Fahrenheit CD* – Become a fireman and save lives [1/2 players]

*Midnight Raiders CD* – Fly an Apache AH64 attack chopper against nasties and terrorists [1 player]

*Surgical Strike CD* and *Wirehead CD*.



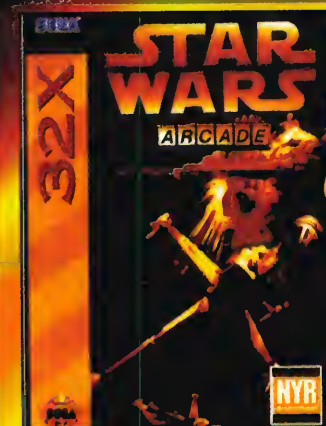
## STAR WARS ARCADE

**T**his 24Mbit game for one or two players will be a straight conversion from the arcade. Although the arcade version runs at 180,000 polygons per second, this one is expected to be a faithful conversion. Fly against the Empire and tackle Darth Vader before you destroy the Death Star in this two-player affair.

## VIRTUA RACING

**W**hat more do we need to say? The Mega Drive 32 version is expected to run at twice the speed of the already pretty nippy Mega Drive version, and will include four different racing views, three cars to choose from and a total of six full courses! This should be the best *Virtua* yet!

The amazing *Virtua Racing* is on its way to the Mega Drive 32 with lots more features than ever.



Watch out for this *Star Wars Arcade* conversion, although it isn't expected to have all the bells and whistles.





MEGA DRIVE



One of the top stunt teams in France was hired to do all the usual acrobatic jumping around.

Martial arts don't half attract some poseurs, eh?



**If you're a basketball fan, you already know all about Shaquille O'Neal. He's Centre for Orlando Magic and the highest-paid sports star in the world. Nick reveals Shaq's latest transformation - into beat-'em-up sprite!**

It would be very easy to hate Shaquille O'Neal's guts. He's tall, dark, handsome, loaded, got a huge house, is a massive star, has appeared in films with Nick Nolte and on TV with Arsenio Hall and is only 21 years old. Surely there has to be some flaw in the make-up. Some dark skeleton in the O'Neal closet. Or maybe I'm just jealous and want to do such an incredibly successful guy in. Hmmm...

Well, it seems my chance could have arrived. Shaq has decided to appear in a beat-'em-up of all

things and computer games I know. So there was only one thing for it - jump on the next plane to Paris and zip on over to Delphine Software, makers of the legendary *Another World* and *Flashback* to check

out *Shaq Fu*, their latest title, that's being lined up for a release through Electronic Arts this Christmas. The first question we should confront is: why a beat-'em-up? Wouldn't a basketball game have made more sense? Well, it turns out that Shaq is a total videogames nut. His mansion contains a vast number of games, from *T2* and *NBA Jam* arcade numbers, to a SNES and a Mega Drive. And of course, he has *Mortal Kombat*. It turns out that Delphine had also had an idea about allying their animation expertise to the gameplay of a *Street Fighter II*, so when EA came to them with the idea of doing a Shaq beat-'em-up, it seemed the perfect chance to get on with it.

It still seems like a curious idea though. A basketball player in a beat-'em-up. Well, this game involves Shaq in superhero mode beating the living daylights out of a variety of supernatural characters. The story goes that Shaq is touring Japan with Orlando Magic when he

# SHAQ ATTAQ!





More than one fighting style has been used in the making of the game. This one is called the 'spleet trowzar' and originated in Upper Testicle, not too far away from the Shaolin Temple.

Getting those close combat shots can be fun. Sadly, not when you have to repeat the sequence again and again.

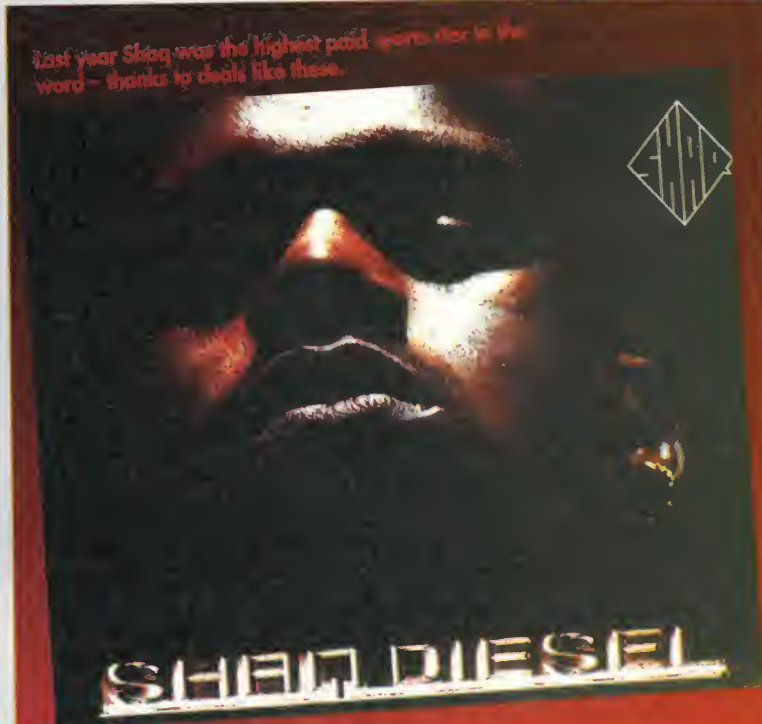


is accidentally transported to a mysterious dimension after flicking through a martial arts book. Then it's no small matter of needing to defeat eleven vicious opponents, each armed with special moves, shields and so on.

So great. Yet another beat-'em-up, right? Perhaps not. Firstly, Shaq has put a great deal of time into the game, play testing it, writing the character intros and helping to tweak the gameplay. Secondly, this game is going to come on a 24Mbit cart, crammed with 64 colours and perfect roto-scoped animation, using some 7000 graphic designs. Delphine have been analysing the Japanese fighting games in particular, regarding the programmers as miles better than anybody else in the world at the moment. They dismiss the



Each frame is captured on film before being transferred to a computer for further work.



## SHAQ'S RIM SHOOT

So who is this Shaquille geezer? He's 7'1" tall, has size 22 feet and signed a seven year contract with Orlando in 1992, for \$40 million. He was soon named rookie of the year after averaging 26 points a game and once hitting 46 points! He has been criticised for being slightly one dimensional as a player - his famous Shaq Attack is not really a particularly nifty move. But he is only 21 years old and has plenty of time to hit the Magic Johnson, Michael Jordan and Abdul-Jabbar hall of fame.

*Mortal Kombats* of this world, and even the new beat-'em-ups from the likes of Time Warner and Accolade, feeling that the Japanese have perfected the timing that goes into what they define as perfect gameplay - "forgetting that you have a joystick in your hands". But they do feel that the animation and the number of opponents can be improved upon. Given all that then, surely the fact that Shaquille O'Neal is barely known outside of the USA is going to hamper its sales somewhat. Well, as it turns out, more people know Shaq than you'd immediately think. He's been on TV in Pepsi and Reebok adverts, his rap album ('Shaq Diesel') did well in Japan and he was over here not too long ago at the *NBA Jam* session at Wembley Arena. And of course, EA will be pumping a great deal of money into a big promotional campaign anyway. So what's the game going to be called? Shaq Attack is a problem, as it's the name of Shaq's famous slam dunk. Shaq-Fu is a big possibility in the USA - it's Shaq's 'street' name, the game is a beat-'em-up - and Shaq is a karate nut. Europe presents more of a problem, although I expect we'll find out sooner or later. Well, this is good, isn't it? It looks like EA and Delphine have all the avenues covered after all! I suppose there's only one real way after all - we'll just have to buy the thing when it comes out...



A blue screen is used for a flat background which can be removed later.







## MAKING OF THE GAME

Initially, Delphine's Paul Cuisset began by re-designing their rotoscoping system. Instead of hand tracing captured film stills, as they'd done for *Flashback*, he came up with a tool which allowed direct transfer of the video sequences into the computer, saving time and money. Then it was a matter of getting Shaq and a bunch of Kung-Fu and Karate experts into the studio to film against a blue screen.

Unfortunately, Shaq isn't quite as limber as he appears to be in the game - those spinning roundhouse kicks were created by breaking the digitised image up inside the computer and lifting his leg up a bit. Shaq remains convinced to this day that he was entirely responsible for those impressive moves!

The programming team, not to be outdone by the graphics guys, decided to redesign their entire development system - they now program on Silicon Graphics Indigo



Bright studio lights are needed to light the subjects properly against the blue screen.



## SHAQ GETS RICHER

Creating Shaq's sprite is time-consuming. After the blue screen filming, a computer removes the blue, leaving Shaq. Then Shaq is traced over and the tracing is put onto computer.



workstations and cross-compile the code onto Mega Drives, SNESes, Amigas or whatever. (Cross-compilation means taking the Indigo program and using the computer to change it into a form other formats can understand). Using this method cuts development time and costs. After all this has been done, Delphine only have to nip across the road to their recording studio, one of the two best recording studios in France (the other is in Bologna). And if you needed to know, Delphine are responsible for that recording artiste Richard Claydeman. It was in their studio that the *Flashback* music was recorded. **SP**

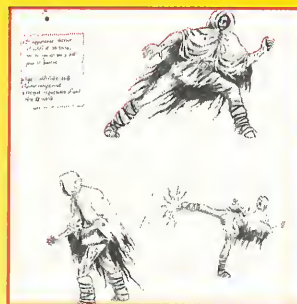
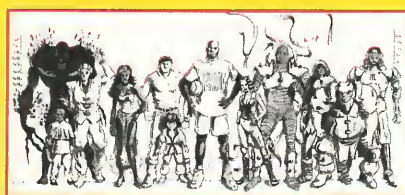
Yes, it's a beat-'em-up. You can tell this via the ridiculous costumes people have to wear.

FINISH HIM! Well, that may be from another game but this one is going to lack aggro.



## SKETCHY BUSINESS

Just to show that Delphine have actually been paying attention to their pre-production, here are a few sketches of some of the characters.





GET THIS...



LOW LIFE SCUM...





## THE GAME

**A**s said previously, the game will be coming on a 24Mbit cart. Paul Cuisset has used compression techniques to cram 30Mbit of data into the cart but there is always a trade-off between the speed of gameplay, the number of frames of animation and the size of the sprites.

However, Delphine have managed to strike a good balance between all three. The game has variable speed of gameplay, from slow to ruddy impossible, with sprites that will be 70 pixels high (*Street Fighter II*'s sprites are 80 pixels). Each game location is different with characters tied to their location. And there are some 90 fighting moves in total. Other features will include an Anger Bar (you can taunt your opponent - his or her power will increase but their accuracy will decrease), characters with individual fighting styles from Tiger Claw Kung Fu to Preying Mantis Kung Fu - and the entire game will also be available on the Game Gear. **SP**



Shaq prepares to unleash a vast blast against this underpaid ninja-type. So stuff him.



No shortage of acrobatics in this new release. Handy, really.



A quick kick to the face never did a dentist's wallet any harm. I think you know what I'm trying to say.

The backgrounds have been rendered in a full 64 colours. OK, the SNES has more of them, but we get more fighters.



Take no mercy - Shaq would not expect anything else! You'll need to get to the end of the game to win.

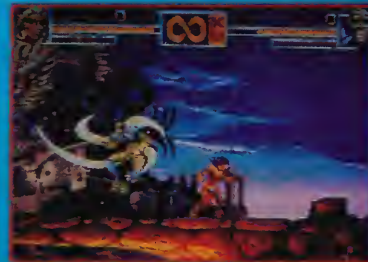
The game comes packed with special moves, in fact there's such a variety it puts the like of *Street Fighter II* to shame!



Use your shield wisely against this long armed guy in particular.



It's not the best place to pick a fight, the desert, unless you're Rommel or Montgomery or someone.



There's one problem with beat-'em-ups - lack of exercise. However, this could be considered a point in its favour.



Intelligent use of your shielding is vital if you are to get through to the end of the level for the final fight.



Ouch! Shaq takes a fiery one to his belly. Using your shield would have been a smart move, I think.

## TRACK RECORD

- 1988 - Future Wars (Amiga, Atari, PC)
- 1989 - Operation Stealth (Amiga, Atari, PC)
- 1991 - Cruise for a Corpse (Amiga, Atari, PC)
- 1991 - Another World (Amiga, Atari, PC, SNES, Mega Drive)
- 1993 - Flashback (Amiga, PC, Mega Drive)
- 1994 - (IN DEVELOPMENT): Morph, Shaq-Fu





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MD GG

Smell the ozone, feel the static and hear the crackle – the storm clouds are gathering once again. **Mortal Kombat II** is charging up to deliver a bolt of lightning right into your Mega Drive and Game Gear. Nick put on his rubber gloves and went to defuse the hype.



Wahey! Poor old Baraka falls foul of Sub Zero's neat ground freeze move. Serves him right.



A quick exchange of views is not something one should do lightly in this game, let me tell you.



Time to square up for a bit of violence, *Mortal Kombat* style. And you'd better be prepared for some action.

# MORTAL KOMBAT II

**W**arning: This preview is not for people who have a weak heart. We know the information contained over the next six pages is the most up-to-date, reliable and therefore dangerous stuff around – you will just have to decide for yourself if finding about *Mortal Kombat II* is worth the risk...

It's been a year since the massively hyped *Mortal Kombat* hit the streets, backed up by life in the arcades, a massive advertising effort from Acclaim and of course, a vast amount of press coverage about the violence, from a newspaper industry already primed from the notorious 'Nintendo killed my son' headlines.

So one year on, how is the launch of *MKII* shaping up? SegaPro nipped along to Acclaim's London offices to take the first in-depth look at this

upcoming release, playing through all the levels, against all the characters and watching the special moves, friendship moves and babalities.

The first thing that we should point out is that we have not been able to show you the blood moves. This is because Acclaim are trying to avoid the kind of criticism they came in for last year when the newspaper business practically accused them of devil worship. Acclaim are trying to play down the violence aspects this time around, until it's time for reviews, and are not allowing any gory shots out into the press until ELSPA have rated the game. Acclaim also (in my opinion) rather naively believe the press will give *MKII* a miss this time around as things have moved on a bit in the games business – we'll have to wait and see.



Jax has entirely too many muscles for our liking. And he's American too. This is even sadder.

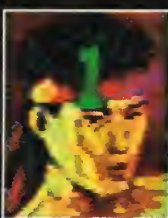
Reptile looks on bemused as Kung Lao fires up the old shield. Looks nice, that's for sure.

## THE CHARACTERS



Some are new, some are old and some have taken a long vacation. Yep, poor old Sonya Blade and Kano have packed their bags and are nowhere to be seen in this new version.

But this isn't a problem because there's a host of new characters to occupy your mind instead. Here's a profile of the whole lot of them...



### LIU KANG

A *Mortal Kombat* regular, he now comes equipped with the following selection of wicked moves: forearm, flying kick, bicycle kick, fireball, low fireball, babality, Pit fatality, friendship, uppercut fatality and dragon fatality. As you can see, he's not messing about this time around!



### KUNG LAO

A new addition to the *Mortal Kombat* team, his moves include headbutt, teleport, hat throw, air kick, whirlwind spin, babality, Pit fatality, friendship, slice fatality and hat throw fatality. You've got to see what he can do with that hat to believe it...



# MORTAL KOMBAT



No shortage of jumping moves as J. Cage kicks Baraka's teeth in (ouch!)



Kung Lao demonstrates the form that makes him this year's hot contender.



The only trouble with this shield is that it ties you down a bit.



This Reptile geezer just will not stop gobbling on his opponents. Grief, you can cause tuberculosis doing that stuff, you know. (Nick - get a grip - Ed.) (Sorry - Nick.)

We can assure you that Jax can do a lot more than act like a chicken right in front of Sub Zero here. Or so he says.



## THE ARCADE CONVERSION

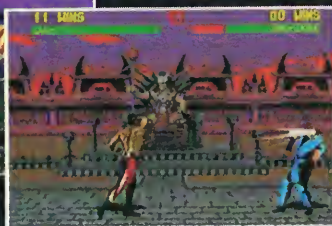
Of course, most of our readers will already know all about *Mortal Kombat II* from playing it in the arcades. Bally-Williams, the people behind the arcade version, have supplied Probe Software (the people behind the first *MK* conversion) with all the code from the arcade machine to use in the console conversions. So essentially the Mega Drive game is supposed to be exactly the same as the arcade one. And we can tell you that it is.

All Probe have had to do really is concentrate on accurate representation of graphics, sound and timing. And this does mean that the hidden features (the characters Jade, Smoke and the game *Pong*) should all be in the release.



The famous Johnny Cage sliding move even looks nicer this time around.

(Below): Even the over-musled Jax has a few neat tricks, including this energy bolt he can unleash at certain intervals.



### JOHNNY CAGE

Old Johnny has been revamped a fair bit to increase his low popularity rating. He now comes with a stomach jab, drop kick, green ball, high green ball, shadow uppercut, shadow kick, ball breaker, babality, Pit fatality, friendship, torso fatality and head punch fatality. Much better.



### REPTILE

Originally a secret character, his moves include back-hand, slide, spit acid, power ball, invisibility, babality, Pit fatality, friendship, tongue fatality and invisible slice fatality. It could be considered a rude thing, to flob on your opponents, if you weren't trying to rip their heads off at the same time.





# MORTAL KOMBAT II

Poor old Mileena takes a flying kick to the body. Just no idea how to treat a lady.



Liu Kang has this excellent bicycle move where he repeatedly kicks in the air.



That's it, I'm not seeing my darling Mileena being treated like this anymore. Outside, now...



The clouds in the background here scroll beautifully. You'll think you're playing the arcade version.



I think Liu Kang should stick to the combat moves, don't you? Just can't get the psychos these days...



Liu Kang demonstrates his fire move against poor old Mileena. I rather like this Mileena, you know. (Sad Ed.)



The boyz get down to a touch of breakdancing. Or something.



There's nothing worse than a braggart, is there?



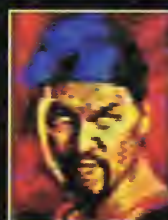
Somehow, you can be sure that someone is going to come out of this regretting it.

Liu Kang and Johnny Cage get to grips with some serious combat. Poor suckers. Why not talk?



## SUB ZERO

Mortal Kombat's favourite fridge case still has an insulation problem. But he's on the case, but with a few new moves: backhand, slide, freeze, ground freeze, babality, Pit fatality, friendship, deep freeze fatality and ice ball fatality. That should be enough to warm any gamesplayer's heart...



## SHANG TSUNG

Old Shang has lost a few years since MK and is now expected to battle it out with the rest of the grunts. His moves include elbow, flaming skulls, two flaming skulls, three flaming skulls, character morph, babality, friendship, inner ear fatality, life force fatality.





## STREET FIGHTER II

The ultimate beat-'em-up. But *MKII* scores this time around with greater depth and some neat touches (I like the babality and friendship moves). Acclaim profess not to be worried about the upcoming release of *Super Street Fighter II* either, as both games will be going head-to-head this Autumn.



## MORTAL KOMBAT

*MKII* is a vast improvement over the first *MK*, with better gameplay and depth. The first *MK* was an overdressed poseur of a game – this one shows more guts (if you know what I mean!).



Mileena sinks a sharp one in Reptile's fragile bits. That'll teach him some respect.

Jax takes one of Mileena's fireballs on the chest, says Nick stating the obvious.



Mileena decides that pumped-up poseur Jax needs a further lesson in feminism. Which she is keen to deliver.



(Below): It's not easy trying to grab these screenshots and not show any of the blood you know. Somehow I'm managing though.



Reptile flobbering on my Mileena?! Has this creature no chivalry? Time to sort him out, I think.

Mileena and Liu Kang are going out with each other in real life. True!



Time to square up for a further round. Mileena is good in the air as well as being top at rolling around on the ground.



## KITANA

A new character! Kitana enters the *Mortal Kombat* arena to replace Sonja Blade and double the female representation to a whole two! She also comes with an elbow move, fan slice, fan throw, fan lift, air attack, babality, Pit fatality, friendship, kiss of death and fan fatality.



## JAX

A new character, something of a bodybuilder and wrestler. His moves include the hammer, earthquake, gotcha grab, multi-slam, energy wave, back breaker, babality, Pit fatality, friendship, head pop fatality and arm rip fatality. This last one has to be seen to be believed.





MD GG

# MORTAL KOMBAT II

I doubt very much if Johnny Cage will take this insult at all calmly. But then, what can you expect from a lizard, eh?



Sub Zero now pisses frozen water onto the ground. Charming.



He's not easy to beat, this Baraka. But Shang Tsung can change into any other character to help himself.



Mortal Kombat II still allows you to pick the same character in head-to-head mode, a true test of the best.



The boring Scorpion makes his return to arena against Kitana, a new female character.



Shang Tsung has a crack against good old Raiden, the Thunder God. Some hope.



Scorpion pulls a fast one on Kitana. But she'll be back, you can be sure.



## FRIENDLIES, BABIES AND FINISHING

All the funny bits from the arcade version have been included - the babalities and so on. And of course, the fatality moves. We have managed to get hold of a couple shots of the (nonviolent) fatalities... Check these out!



Can you do it? are you skillful enough to pull off one of the following moves...?



Wahey! Old Liu Kang demonstrates the funky moves that brought him the friendship title!



Kitana's death move involves pumping up the action at bit...



Reptile reveals his true colours after successfully killing an opponent.



Yes, the Babality moves are IN and waiting for you to find the combination!



### MILEENA

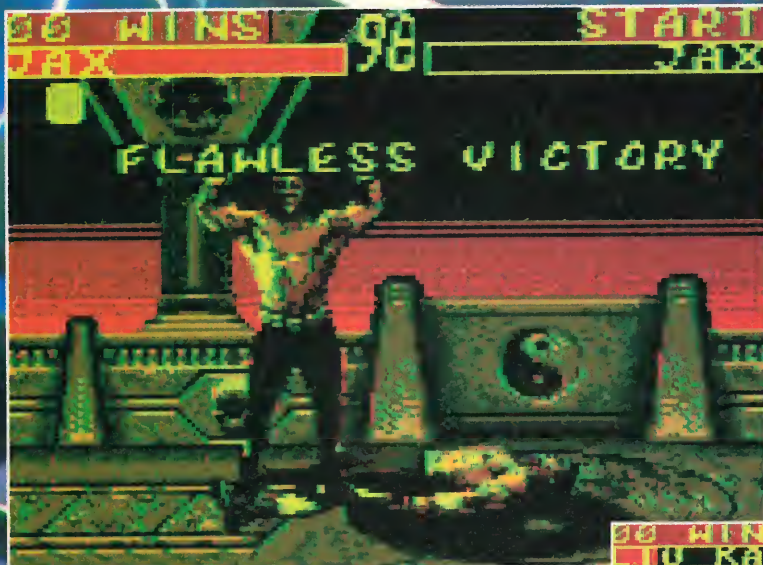
Wasn't there a character called Mileena in *Total Recall*? Didn't he speak with an Austrian accent, big lad, about 6ft tall? (Joke). Anyway, another new character! Her moves include elbow, ground roll, teleport kick, sai throw, babality, Pit fatality, friendship fatality, stab fatality and inhale fatality.



### BARAKA

A new character and already a huge hit in the arcades. He's a bit of a devil and has a real tooth problem. His moves include backhand, double kick, blue bolt, blade slice, blade fury, babality, Pit fatality, friendship, head chop fatality and stab fatality.

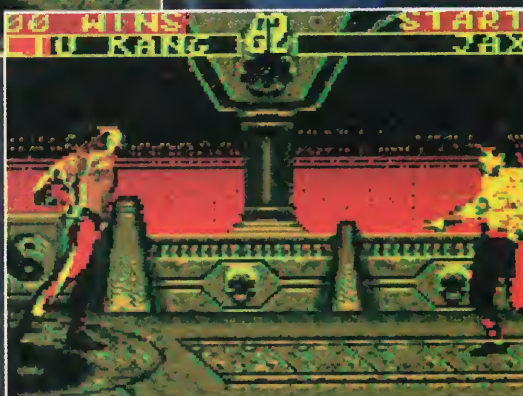




Jax versus Jax might seem like an uninteresting battle. And it is. (Still, it's good seeing him kicking a kicking.)



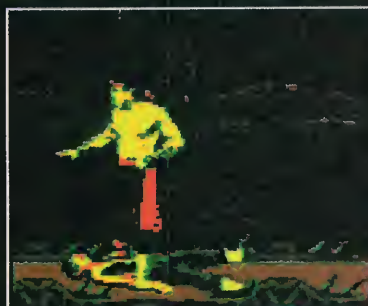
Mileena winds up for a special move against the American hero, Jax. Go get him, gal.



Liu Kang moves back out of range from one of Jax's energy bolts.



Mileena demonstrates the same moves in the Game Gear as in the Mega Drive.



Shang Tsung gets a beating from good old Liu Kang. That'll teach him from *Mortal Kombat 1*.



Sub Zero sports a neat green outfit in this Game Gear version.

Four characters are missing from this – Baraka, Raiden, Kitana and Johnny Cage.

Scorpion gets deep frozen. I think we know what's going to happen next...



ACCOLADE  
STBA  
OUT: SETEMBER

## MORTAL KOMBAT II

### Completion

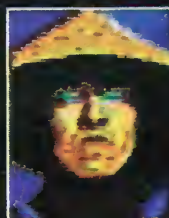
### 1st Impressions

No doubt about it, this is a *Mortal Kombat* sequel to kick the hell out of *Street Fighter II* and *Mortal Kombat* itself. And although this is clearly not going to be a game for the faint-hearted (one of the fatalities has Jax ripping the arms off his opponent while blood spurts all over the place), it does contain enough new gameplay to satisfy those who thought the first *MK* was all mouth and no trousers. I for one will be interested to see how *ELSPA* rates its first controversial title. But fans of the arcade original will only need to know one thing – it's a better conversion that you could have hoped for...

### SCORPION



Boring old Scorpion is still around, with a backhand punch, spear, air throw, teleport punch, leg grab, babality, Pit fatality, friendship, fire fatality, toasty fatality, slice fatality. He looks more and more like Hannibal Lecter every day with that weird mask on, doesn't he?



### RAIDEN

The Thunder God is back and better than ever. Tes, Raiden survives and brings a mini uppercut, teleport, flying attack, lightning, electrocution, babality, Pit fatality, friendship, shock fatality, uppercut fatality. To think that being a mate of Thor's was once good enough, eh?



PREVIEW



GAME GEAR



A clay court doubles match has just got under way. The big digitised scoreboard tells of a love-15 affair so far.

On a clay court the ball tends to bounce slower yet higher. The score is deuce and it's, um, one-love in games.



# PETE SAMPRAS TENNIS

The strawberries will be ripe in August when Pete Sampras makes his crystal screen debut. But just how ripe can this be? Mark Hill takes an in-depth look at this second helping of Codies cream, assessing its chances of making the perfect summer cocktail.



Like the MD version, you're able to pull off some spectacular dives to keep the crowd on their feet!

As the man on the back line lobbs a high return over the net, his team-mate feels a need to run across the width of the court.

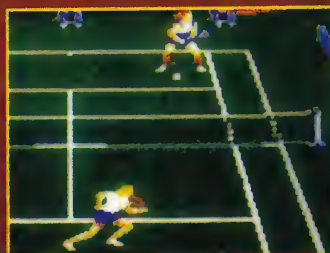


## CENTRE COURT

Will Pete Sampras take centre stage? Well, the competition comes in the shape of Sega's *Wimbledon* (48%), and Tecmagik's *Andre Agassi Tennis* (59%). It seems Game Gear owners have been waiting a long time for a decent tennis simulation. Have Codies come up with an answer to the drivel that's out there? Look out for the review in our next issue!



Wimbledon did handheld owners few favours. A sad release.



*Andre Agassi Tennis*. Put it like this, it was worse than snagging Martina Navratilova.

**P**ete Sampras. He may be the world number one but by God he's ugly. This is just about the only thing we can think of that's slightly dodgy about the guy because this is the conversion of Codemasters's top Mega Drive tennis game which is their first release ever to get an endorsement.

If you remember our Mega Drive review a couple of months ago, we gave this a ProYo and 90% and there's little here which is going to put us off being equally pleasant to the Game gear version. Everything you could want from a tennis game is here (a hackneyed line if ever there was one, but it's true), with superb ball control and the ability to hit some neat angles.

So if you didn't quite have the money or time to get hold of a couple of Wimbledon tickets recently, never mind, because you can keep Pete Sampras in your pocket instead. Just one word of warning – if you're a bloke, don't keep him too close to your balls... **SP**



Serving can be done in two ways. Press button 1 to perform a skilful serve, press 2 to do it automatically.

On grass the ball moves quickly, and this makes a long rally a rare occurrence. Ready chaps?





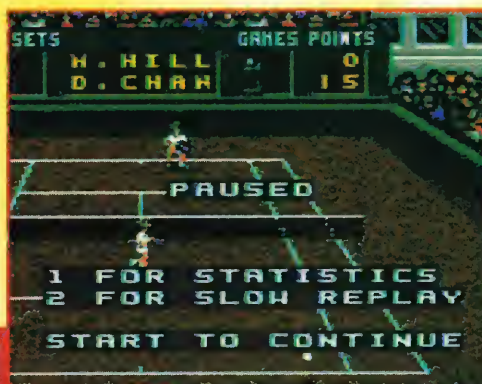


## TWO PLAYERS... ONE GEAR!

**T**aking a closer look at this two-player option, it seems impossible to imagine playing tennis with just one Game Gear. But the Codies have done it! They have yet to come up with a final decision on how it will work, but it's likely the players will take shots automatically. All they'll need to do is get their tennis star into a correct position for each backhand and forehand swing. One player will use the D-pad, while his opponent uses the buttons to move left and right. For a full two-player match with two Game Gears, the Gear Link option will be available as always.

Choose from 30 different players. Many of these faces are those of the Codemasters team.

Enter your name. Yep, it's true, you really can enter your name... oh, and a password too – for the World Tour, that is.



## ALL IN A GAME

**J**ust like the successful MD version, *Pete Sampras Tennis* has all the options you'd expect in a good tennis simulation. Choose from exhibition, tournament or World Tour competition, then play on either a hard, clay or grass court. Players have many shots at their disposal, and the game is played at an incredibly vicious speed to make matches as realistic as possible.

Featuring over 30 different male and female tennis players, in a ranked order, this seems to have everything you need for a real challenge! Two players can even play on one Game Gear (like *Micro Machines*).

All matches are governed by full Tennis Association rules, and the graphics have been taken directly from the MD version.



Choose to play singles or doubles in any combination with two humans and two microchips. Ahem.

Bring up this statistics screen to show off to the poor player being hammered into the ground.



**CODEMASTERS**  
**ETBA**  
**OUT: AUGUST**



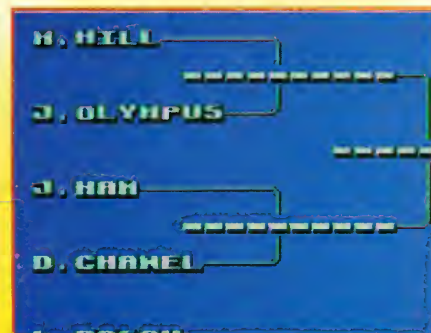
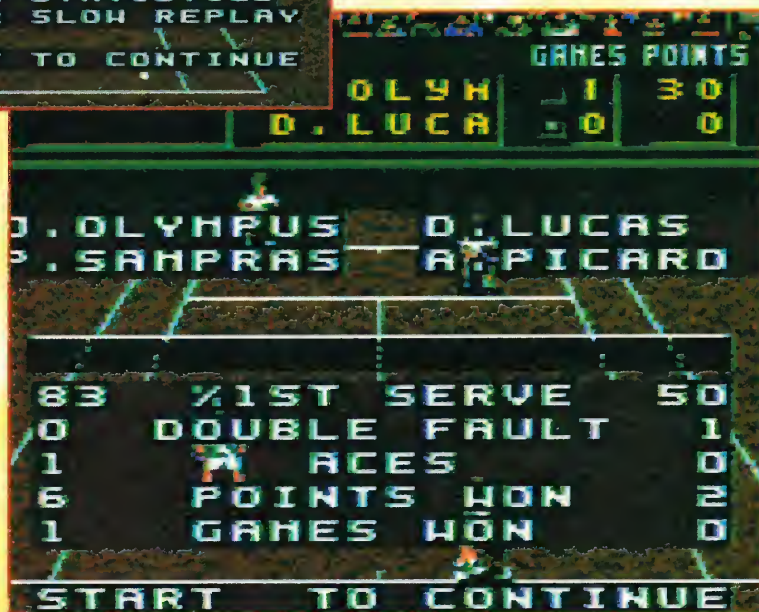
## Completion

## 1st Impressions

From what we've seen so far, things are looking good (especially the detailed graphics of players' faces and animations). As promised, it will include all the features of the Mega Drive version, including the hidden Crazy Tennis option. A digital scoreboard replaces the absent sampled speech.

If this year's Wimbledon championships help to sell the best tennis game ever for the MD this summer, it could do the same for its 8-bit cousin too. *Sampras* is on sale, August 26, at a price to be announced. Be there.

There are two options you can use during a match. There's a match facts screen, and a slow-motion replay.



Here is a typical knockout table showing your progress from round one to the final.





Make ready for battle as the war-torn 22nd Century prepares to step back to the safety of 1994. A multi-tiered action game from the toy company that brought you Teenage Mutant Ninja Turtles, is set to explode in the UK. SEGAPro's own renegade Jason Johnson foresees the apocalypse.



Focus the sights and pick-off all enemy when they walk on-screen.



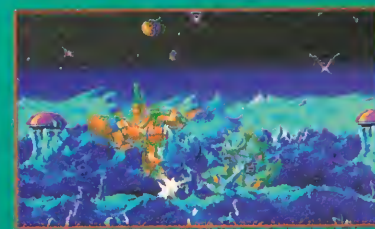
Huge mech warriors fight each other in true *Street Fighter* style. It plays as well as it looks, believe me.



Check out the barren cityscape of this 22nd century location.



Oversized explosions are a regular feature, even in the one-on-one made.



Bashing nine bells out of each other, the E-frame heroes continue their fight on a moonscape battleground.

# EXO SQUAD

**B**ased on an increasingly successful cartoon series from MCA Universal, *Exo Squad* is the second release from Playmates Toys Inc. Set to be launched in America this October, it should be in the UK for Christmas. As we prepare to be transported into larger-than-life mobile E-frames and launched amongst the hostilities of the 22nd century, *Exo Squad* is destined to be just a little out of the ordinary.

Three styles of gameplay are incorporated into the *Exo Squad* theme. The side-on beat-'em-up, third-person-perspective shoot-'em-up and standard platform formula have all been used. This, without a doubt, makes things far more interesting than your standard cartoon caper.

Endless supplies of missiles and Acme bullets are at hand. They're fired from the gun-toting E-frames with the idea that you feel as though you're inside one of the metallic monsters. Sounds interesting, eh? Not only this, but your imagination can run riot with the whole game based on the original cartoon story lines.

SP

There must be thousands of multi-coloured explosions.



## ALL IN A GAME

**A**s well as having a triple-layered structure, *Exo Squad* boasts some extremely attractive graphics. The main sprites are classically oversized, but still move with a pristine quality previously unseen. Richard Sallis, president of Playmates Toys, commented in the original press release that, "The *Exo Squad* video game literally transports players into the cartoon series". So, not only do the graphics have to be of a cartoon standard, the story line will need to be incorporated at every possible opportunity.



Staying here is probably your best bet; it's a tough fight ahead.

A fine example of an ail drum that you can't pick up.

Stand here and fire a stream of missiles and bullets.

The black blocks represent what was previously a brick wall.



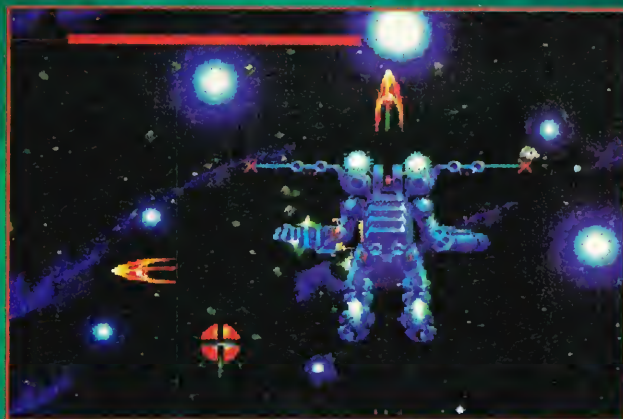


A stroll through platform section reminiscent of a Doctor Who setting.

## EXO SQUAD - THE SERIES

Set in the year 2119, the *Exo Squad* cartoon series chronicles humanity's mortal struggle against the Neosapiens. It tells of a race of genetically engineered humans who aspire to conquer Earth and its colonies on Mars and Venus. The main characters are Lieutenant JT Marsh and the Exo Squad, fighting to liberate occupied Earth.

An unexpected twist comes to the story when you discover the bad guys, the Neosapiens, were originally created by mankind to be used as slaves. Misery and suffering has led them to revenge, and thus raging battles and adventure unfold in *Exo Squad*, the animated cartoon series.



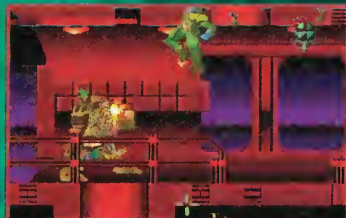
The red bar indicates how much energy your E-frame has left.



No, you can't walk up the steps and explore the building.



Green slime oozes through the crumbling brick work of a downtown hotel.



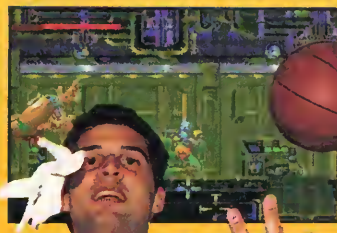
Is that a blinding explosion or a face full of hundreds and thousands? We shall never know.



A fine example of the spacey shoot-'em-up battleground.

## FOUR-PLAY ACTION

Yet another new feature is the dual control mode. Two E-frames simultaneously on-screen provide the setting for furious four-player action. Working as two opposing teams, each competitor must communicate with their partner; one in control of the guns, the other deciding where to move. This, I'm sure you will agree, has the potential to be exhilarating fun.



Powerful side-firing guns and an endless stream of bullets protect you from undesirable incoming baddies.



## BEHIND THE SCENES

David Perry has been working at both Shiny Entertainment and on behalf of Playmates at Novotrade. Signed on January 6 1993, an agreement between Playmates and David Perry ensured the quality of games to be second to none. Sharing the same vision, that of producing quality video games with outstanding gameplay, Playmates and David Perry hope to lead the way with action figure, animated cartoon and video game tie-ins.

Taking flack from all angles, this E-frame looks as if it's heading for wipe-out.

There he goes, with his life flashing before him.



PLAYMATES  
ETBA  
OUT: OCTOBER



## Completion

## 1st Impressions

What a blast! Every level looks and feels completely different: it's like playing three games in one, which may not sound much fun, but somehow it works! Gameplay is on a par with the best cartridge games on the market - you really do feel locked inside an E-frame. The presentation is superb and even though the version we played was extremely early, it contains the basics for what should be a real stunner.



Yet another blisteringly colourful space background to fly through.



As you're swinging left to right, target through the accurate cursors and fire.





PREVIEW



# STAR TREK

## DEEP SPACE

**Star Trek: Deep Space Nine is warping onto the Mega Drive over from America. A collaboration between Playmates Toys Inc, Novotrade and ace Aladdin programmer David Perry, this is the game behind the top STAR TREK spinoff television series. Captain Jason M. Johnson reports for duty...**

**P**ulled straight out of the *Deep Space Nine* TV series, Commander Sisko is the main man. He has just learned that buddy Odo, a Redemption terrorist, has been

captured. Almost immediately Dax, a concerned friend, gives Sisko a modified tricorder. This useful item helps him locate phaser grenades, turning the courageous commander into a lethal weapon.

Initially taking the role of Commander Sisko, various missions must be completed, usually involving search-and-destroying battle plans. You find yourself fumbling your way around a battle-torn space ship as you develop a feel for the controls. A combination of lifts and secret passages transport you from one level to another but, as you can see from the screenshots, this is just the start of a varied adventure of discovery...



Locating all the different switches can be a tough task. Here you can send the ship into a state of infrared panic.

### ALL IN A GAME



**A**fter the poor Mega Drive adaptation of *Star Trek: The Next Generation*, you may be a touch dubious about another *Star Trek* game. This, I assure you, is not the case. Developed by Novotrade, the world-renowned purveyors of *Ecco The Dolphin*, and overseen by David Perry of Shiny Entertainment, there's a feeling of anticipation surrounding this product.

A stigma has recently been attached to games falling into the side-on, platform adventure category. Plain boring, too easy to complete or lacking any sign of originality are all criticisms of too many recent releases. Will *Star Trek: Deep Space Nine* be any different? We think so. It may not use endlessly dreamy visuals, but neither

does the TV series. It's the story line and depth of plot that makes it what it is, not to mention variety and enjoyment value. If the design team manage to bring this to the Mega Drive, it's a sure-fire hit.

Clearly there is a set platform style to Novotrade's game, but just one example of the variety in *DS9* comes when you look at the 'Interception' in the Gamma Quadrant level. Controlling Kira's Runabout, an armed spacecraft, you must avoid a hail of asteroids and locate the Bajoran ship. You then proceed to damage it with a phaser blast and tow it out of the asteroid belt. Finally you clear the area and drag the ship to the entrance of the dreaded wormhole... How many platform games have you played where you suddenly swap to a completely different style of gameplay? Not enough, I'll bet.



Taking a quick breather before launching himself into the hostilities ahead, our hero may change his mind and make a sharp exit.



Clued-up adventurers may well find a map of the ship extra useful.



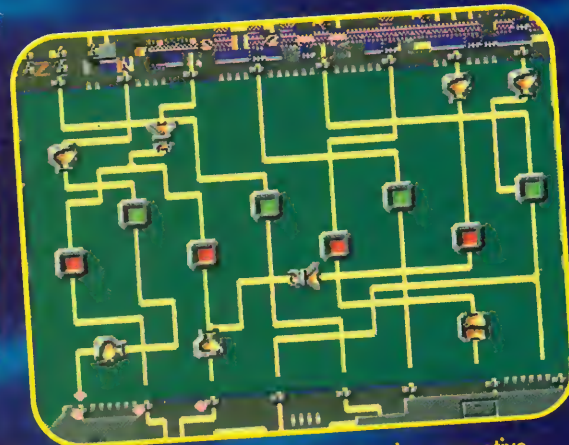
Your quest may take you to many different locations and chasing the Borg is all part of the fun.



# CK NINE



Computer Access Terminals can be found scattered around the ship, so make use of them.



Send your creative answers to: 'What the hell was that screen shot all about.'

Nothing wrong with the old 'phaser though the stomach' routine.



On the far left of the screen you may spot a food regenerator for wholesome nosh.

Firing at all angles, shoot these laser guns as quickly as you possibly can, or face death.



Let me out of here! The *Star Trek* crew remembers the reason behind Romulan Ale.

Stooping low and pretending to be invisible does no good whatsoever. Grab a phaser gun and start shooting instead.

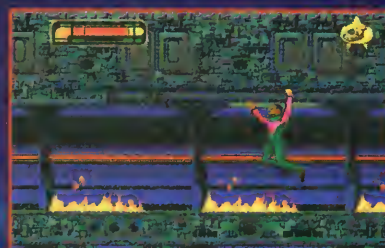
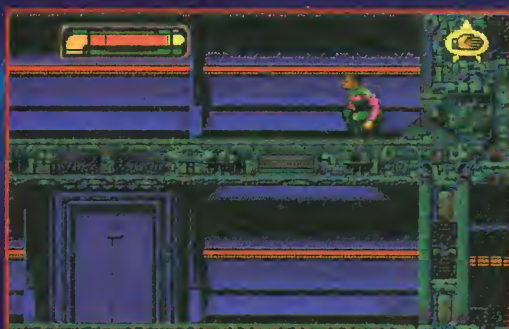
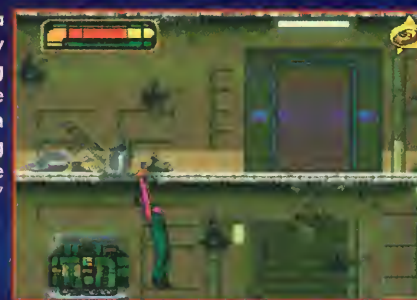


Fisticuffs is a rare occurrence in the often humdrum life of a *Star Trek* explorer. Phasers are far more effective.



Fire spells trouble and finding the easiest way out is the best bet. Try trundling through the tunnel, directly ahead.

Puts a whole new meaning on the expression "swinging from the rafters."



Brave or plain stupid? The crew starts to wonder about the value of all of these years of sweating it out at Starfleet Academy. You do get to wear some fetching costumes though.

## PLAYMATES — WHO ARE YOU?

**P**laymates Toys Inc is one of America's leading action-figure and toy doll manufacturers. Their key products include *Star Trek*, *Teenage Mutant Ninja Turtles* and *Exo Squad*. The latter may not be immediately familiar to you, but with the console game planned for the end of the year and mass television coverage due to hit the UK, it may well become a household name in the very near future. *Exo Squad* on the Mega Drive is previewed in this month's SEGA PRO.

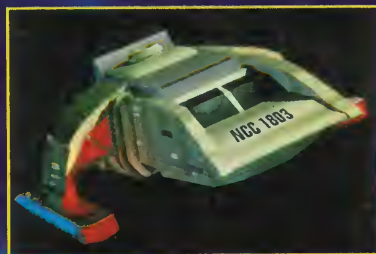
**Playmates®**

**PRESENTS**

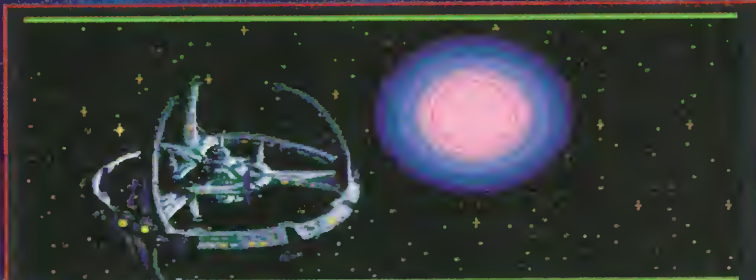




# STAR TREK DEEP SPACE NINE



Your trusty, excitingly-designed *Star Trek* shuttle will come in very handy for all those missions where you have to impress alien species with your hi-tech wheels. Or something.

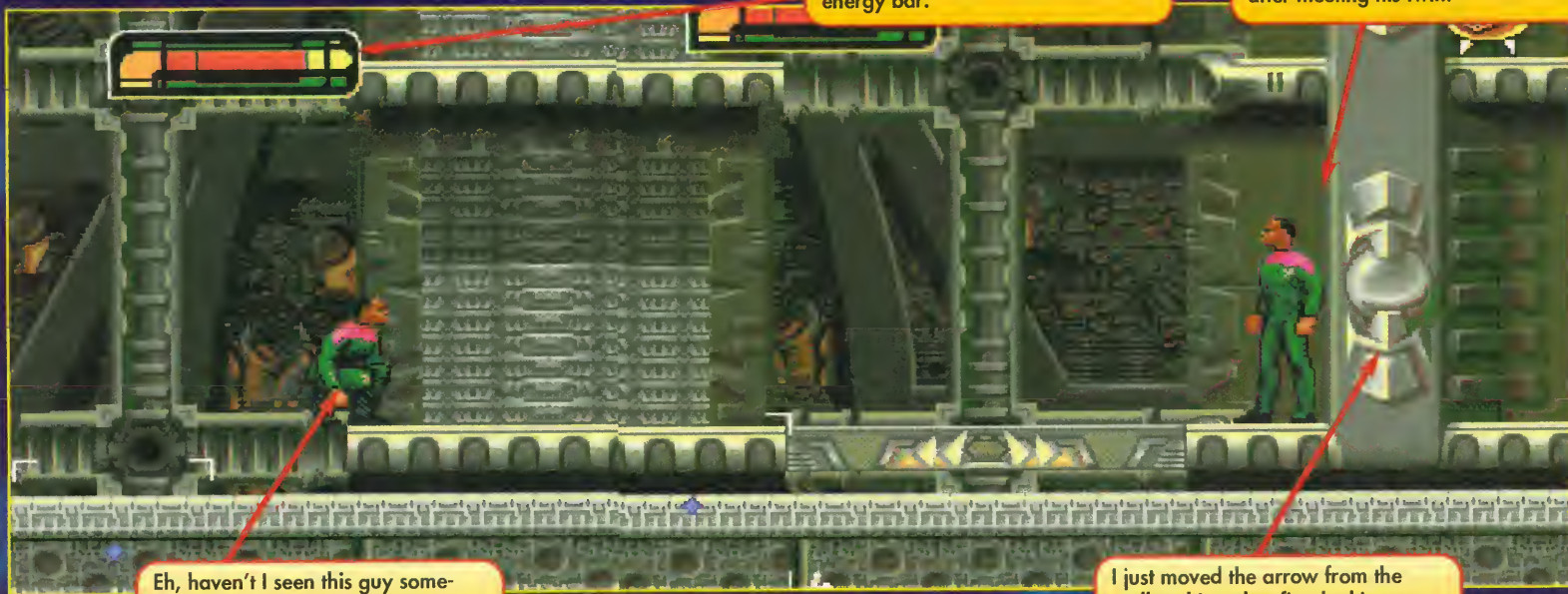


## THE WORMHOLE

The Wormhole is a useful black hole. Ships travel through it to enter the Gamma Quadrant. In one level, 'Back Through the Wormhole', you play as Kira, endeavouring to tow a captured ship through the Wormhole to the relative safety of your ship, DS9.

No doubt you'll have guessed this is the energy bar, but just in case you're having an off day, this is the energy bar.

Later stages spring up all sorts of surprises. That's why this guy has such a puzzled look on his face after meeting his twin.



Eh, haven't I seen this guy somewhere before? I know designing sprites can be a bit tedious but this is ridiculous.

I just moved the arrow from the wall to this rather fine-looking post. Art Deco at its finest, don't you agree? (This is the 25th Century!)



"You ain't got a ticket so you ain't coming in", squeaked the door. Things just get stranger.



To think, when I joined *Star Fleet* I thought I'd end up flying groovy star cruisers



Often frustrating, *Star Trek: Deep Space Nine* throws up one or two puzzling moments.



Fighting never solves anything, but if somebody doesn't listen, what else can you do?

Stallone was a pussy compared to this guy. A cliff-hanging hero through and through.



Bashing unfriendly Trekkies over the nonce helps to find those often useful laser welders.



## THE LEVELS

**S**cour over this selection of screenshots and you'll see there's a fair few levels to trek (!) through. Exactly how many there will be in the finished version isn't confirmed, but in this early edition we counted 18! Ranging from puzzling platform adventuring to reaction-teasing blasting action, there will be something for even the most discerning, or obnoxiously fussy gamer.



Green slime and a walk-through puzzle-finding expedition in a later level.



Haven't we met somewhere before? I'm sure I recognise that hairdo as if it was my own.



Your inventory provides storage facilities for untold numbers of items and weapons.



A little slip-up and Sisko falls to his death and doom. Best going out all guns firing, though.



Hold it right there, stranger. This is Battlestar Galactica and you're not dressed appropriately. Get him, flunk.



The fitness circuit inside the ship's hull provides Commander Sisko with his daily jog.



A blast of shoot-'em-up action from one of the more outrageous later stages. Fierce blasting at its finest.



Chase the comet and survive long enough to obliterate it out of the sky. Go Commander, go.



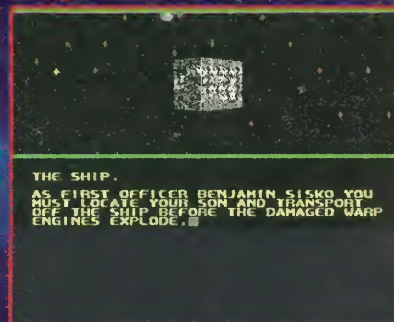
**PLAYMATES  
ETBA  
OUT: OCTOBER**



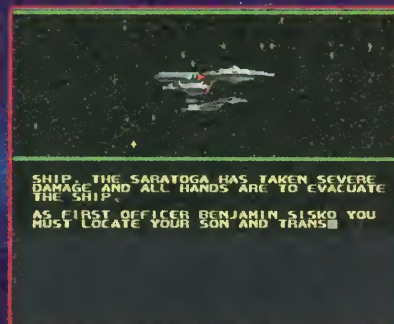
## Completion

## 1st Impressions

Impressed would be an understatement. This is shaping up to be *THE Star Trek* game we have all been waiting for. Gameplay is deep enough to keep you occupied for hours on end and the whole product has an enticing feel, even for non *Star Trek* fans. The graphics are of an unusually high standard and with the right sound FX and background music you could feel completely engrossed. *Star Trek: Deep Space Nine* is, even in its very early state, an extremely promising piece of software and will undoubtedly warrant an official UK release early next year.



A quirky screenshot to let you in on the story (isn't that a Borg ship?). Isn't Sisko a little bit like Sicko? Just what's goin' on?!



Another quirky screenshot telling you the story line and what to do in the second section. Thanks.

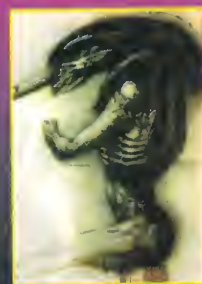




## BEHIND THE SCENES

**L**urking behind the terror-ridden walls of Mike Dawson's house and at every imaginable location are examples of H R Giger's original fantasy artwork. Graveyards, underworld caverns and animated sequences of the scariest kind are waiting to be discovered.

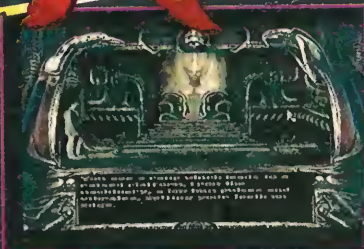
Persuading the Swiss extrovert to release his treasures into the hands of Cyberdreams was no easy ride. The finest example of this came when six months was added to the year-long development programme — Giger rejected computer images scanned from unoriginal drawings and insisted that only his personal work was used. Everything else was scrapped.



# DARK SEED

**EXCLUSIVE**

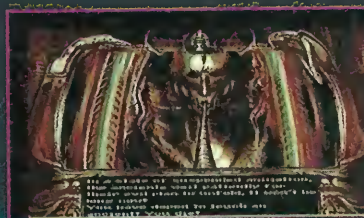
**Load this disc into a Mega-CD and the black box may mysteriously grow legs and run out of the room, screaming blue murder! As Jason found out, anything is possible in Cyberdreams' H R Giger epic, Dark Seed.**



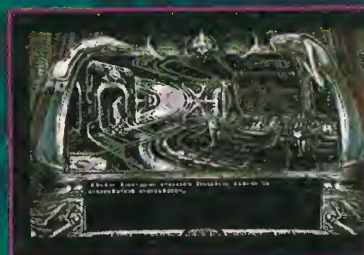
Mike Dawson trips the light fantastic as he stumbles across a spooky looking room full of haunting spirits.



You are looking at the Keeper of the Scrolls. Listen carefully, this is the only help you'll be given.



A demonic figurehead takes a good long toke from the peace pipe.



One of the first areas you enter when you stumble across the inner world.

**C**ritical acclaim was heaped onto the original Amiga and PC versions of *Dark Seed* as the game swept the country by storm. Recently followed by PC CD-ROM and CD32 versions, with the extra storage space enabling the addition of sampled speech, its full horror is now set to be unleashed on the Mega-CD.

You play Mike Dawson, a journalist who's just moved into a close-knit American community. His Victorian-styled mansion may look beautiful, but sinister secrets lurk in every corner. You are challenged to enter a terrifying nightmare where the struggle between good and evil has reached epidemic level, and return life back to normal. Fail and you will suffer a

fate worse than death — eternal condemnation to a grotty prison.

Using the point-and-click controls you must search high and low for items that will help you progress into the dark world. Clues are hidden at random locations, but you can be sure everything you do will cause a reaction: sometimes the hints are useful, other times you'll wind up in prison. Whatever happens, spend too long searching for answers and life will never be the same.

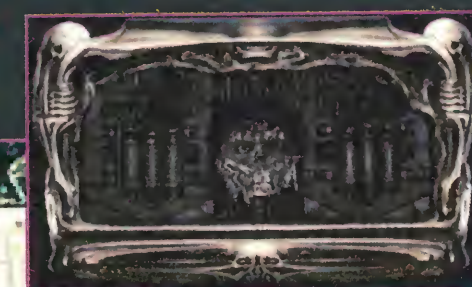
**Right:** Melting flesh drips from an imprisoned face.



Mike is standing above an alien landscape catching a face full of cold alien wind. Yeah, right.



Mike takes a quick shower and tries to rid his head of a thumping headache.



I'll be honest and say I have no idea where this screen is from. Could it be another diagram of the Game Brain?





CYBERDREAMS  
£TBA  
OUT: SEPTEMBER

# DARKSEED

## Completion

## 1st Impressions

The first time I ever played *Dark Seed*, on the Amiga, it was a torturous task. Yes, it looked absolutely stunning and dragged you by the scruff off your neck into its frightening atmosphere, but constant disk swapping was a little tedious. The Mega-CD version overcomes this problem and with the addition of horrifyingly realistic sampled speech and a thrilling intro it's unbeatable. As has so often been said of *Dark Seed*; it's the ultimate nightmare.



Intuition is nearly always right, so don't even think about going in there, Mike. You won't come back.



Whilst waiting around the house there's the odd messenger's parcel, just to keep you on your toes. Expect to see some 'not so nice' animation sequences.



She's back, but will she be as helpful as last time or give you a red herring?



The house where it all starts; Mike Dawson's recently purchased mansion.

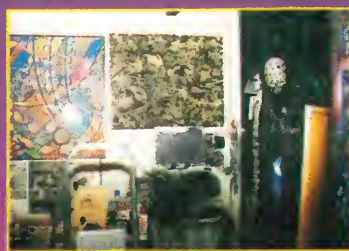
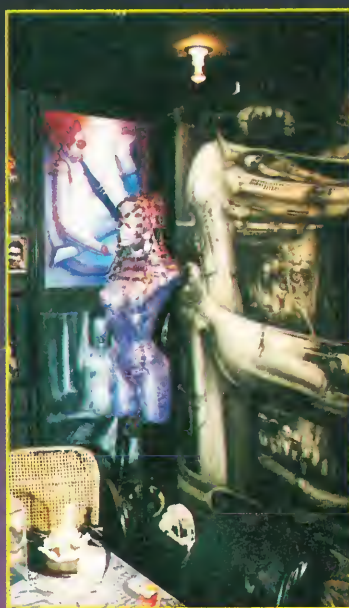
I don't like the look of this, and if Mike's got any sense he'll search around and get out of there quick.



## H R GIGER

Quoted as being "brilliantly perverse" H R Giger is not your average artist. Born in Chur, Switzerland, he grew up creating various sculptures and drawings using a variety of materials. His weird bio-mechanical style soon earned him worldwide acclaim and many pieces are now displayed at the finest galleries.

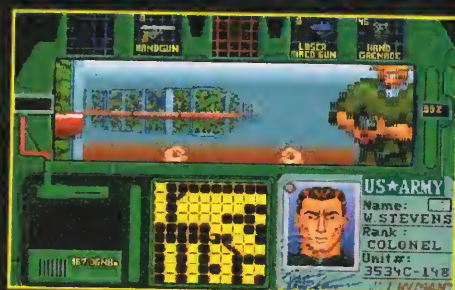
One day he was approached by Ridley Scott. Looking for a creature to feature in his latest movie, Ridley spotted Giger's art book, *Necronomicon*. His request was simple: "shock me!" And so *Alien* was born. The rest is history.



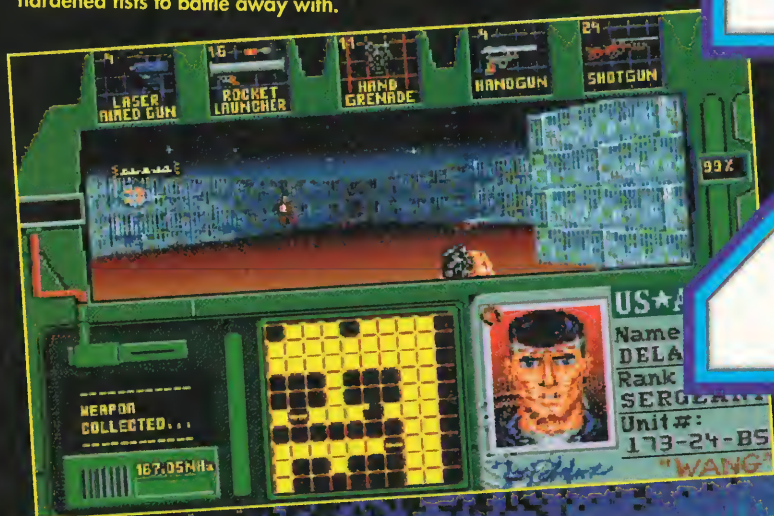




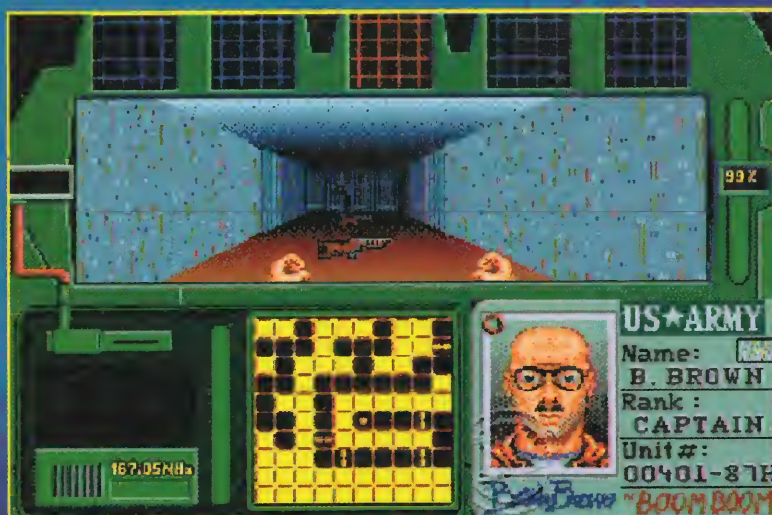
Ever felt destined to self-destruction and overcome by a strong desire to change into a gun-toting homicidal maniac, just for the day? A war-mongering Jason Johnson lets loose, or should that be 'is let loose?', on Accolade's latest.



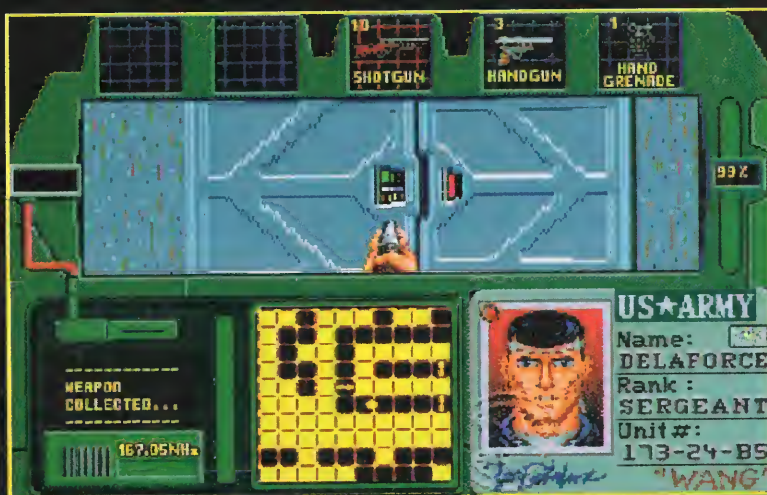
Left out in the cold with nothing but a pair of hardened fists to battle away with.



Remember Alien? Nasties appear at all sorts of awkward places, so keep those eyes orange-peeled.



Keep your eyes peeled for machine guns and other useful items scattered around the corridors.



Stumped! Doors are a real pain. They need to be opened, and when you do you're attacked by a band of aliens.

# ZERO TOLERANCE

Mindlessly violent games like this don't need an in-depth story line, they're death, blood and gore through and through – what more do you need to be told? Oh, all right then... Once upon a time there was a mad, mad commander who wanted to kill lots and lots of soldiers, just for the sheer hell of it. No, really.

Meanwhile, back in the real world,

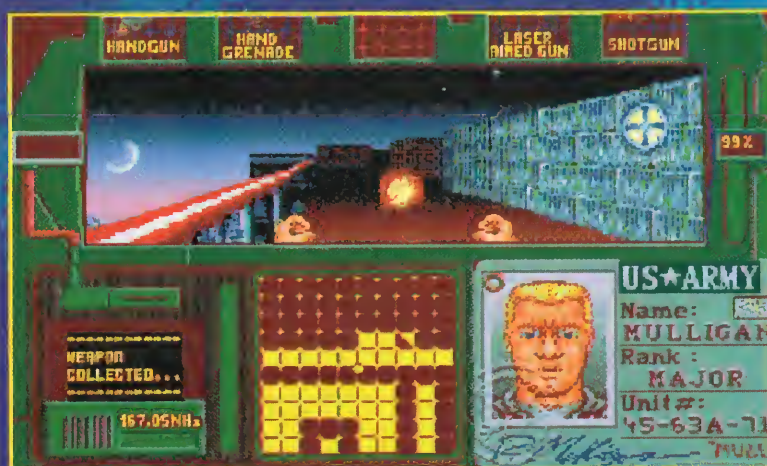
alien mercenaries have invaded a 'humans' colony and it's your job to wipe them out. Various weapons are scattered across the huge concrete-scapes and with any luck you'll find them in time. Otherwise it's plain old fisticuffs, and they don't stand up too well against a sub-machine-gun.

Apart from stating the obvious fact that Zero Tolerance is a new concept to the Mega Drive, a neat two-machine link-up incorporates two-player foolhardiness at its best. This really is a 16 Meg cart to be reckoned with. Now, where's that old blunderbuss I hid under the desk? **SP**



Attack! Attack! Attack! Keep those bullets flying and you'll see another day.

Travelling up and down the lifts is a useful diversion if you're under heavy attack.







ACCOLADE  
ET&A  
OUT: SEPT



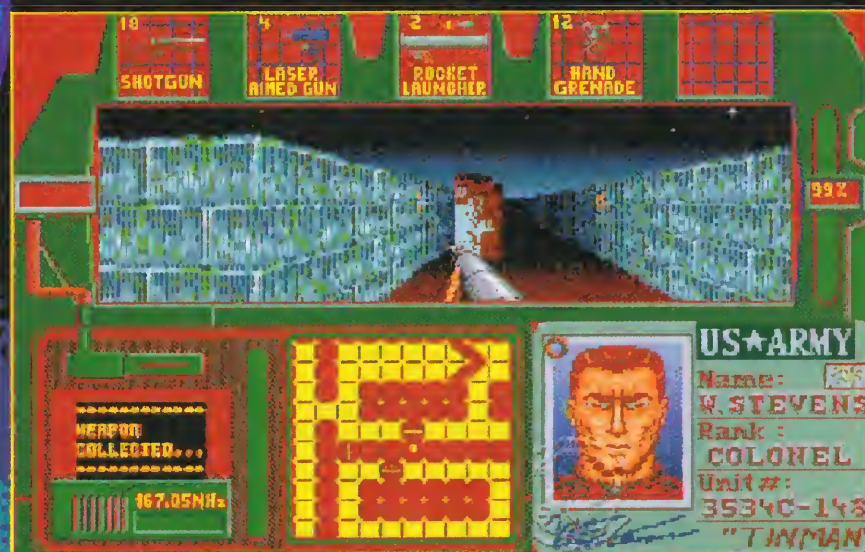
## Completion

## 1st Impressions

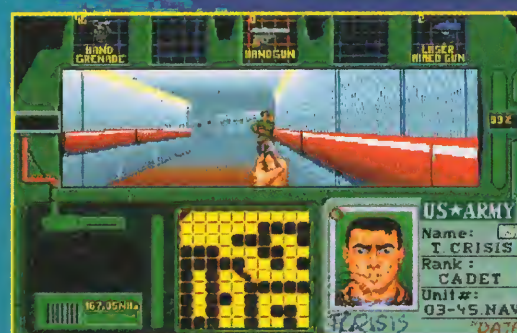
Mega Drive owners, until now, have been starved of anything resembling Wolfenstein 3D or Doom. Now, I am pleased to report, this is not the case. Zero Tolerance is an engaging battle through graphically ingenious scenarios, dishing up captivating gameplay with an unenviable task of killing hordes of dangerous misfits. Phew!



First Aid power-up kits are found in all manner of unexpected locations.



Rocket launchers are far more effective than most of the other weapons. No kidding.



A detailed map is at hand, so when you lose your direction things may seem a little clearer.



## BARMY ARMY

When the going gets tough, you either get tough, or get going. Running scared rarely works: before you know what time the six 'o clock news is on, you're surrounded by a gang of 10,000 murderous maniacs. All the fun of the fair without the prison sentence or subconscious hang-ups. Zero Tolerance is brill.





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Provides a detailed background to the game and its characters.

### PROSCORES:

A break-down of the strong and weak points of each release.

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Second opinions on the game so that everyone gets a say.

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All you need to know to be able to track down and buy your copy.

**DRAGON BALL Z**

**MEGA DRIVE**

**PRO TIP**

**EYE KNOW YOU...**

**BOX-OUT**

**PROSCORE**

**62%**

**RELEASE INFO:**

**PROVIEW:**

**MARK**

**NICK**

**PHIL**

**PROSCORE**

**GRAPHICS 66%**

**SOUND 43%**

**GAMEPLAY 53%**

**CHALLENGE 65%**

**62%**

### THE REVIEW:

The clearest and best reviews. We aren't on an ego trip!

### PROTIP BOX:

An invaluable hint for those tricky playing situations.

### BOX-OUT:

Giving additional detail about the game; its features and development.

### PROSCORE:

Provides you with a clear buying recommendation.





Three years ago, *Street Fighter II* was born. It sold the SNES as the ultimate beat-'em-up package, and then went on to steal 50% of all UK arcade takings in one year – an incredible feat.

Now Capcom are releasing *Super Street Fighter II* on the Mega Drive. Can four new challengers, a new points-scoring system and a few new options tempt you to part with wads of cash? Its arrival is sure to attract worldwide interest, but does it deliver that killer punch?

**T**he *Street Fighter II* craze has undoubtedly settled down since its explosive arrival on the console scene. When it came out on the SNES, people across the world would sit there in their homes, transfixed by the screen for hours in domestic streetfighting competition.

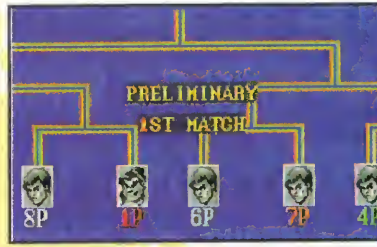
It was a beat-'em-up that got the adrenaline flowing. Smooth sprite animation, bone-crunching moves, technical combos – it was everything a fight enthusiast needed, including 12 different characters who gave the game more personality and a feeling of rivalry!

*Super Street Fighter II* has been tweaked both in the graphical and technical departments. More colours, more detail in the sprites, four new scenes – the changes are significant. Gameplay improvements come in the shape of new moves for Cammy, Fei Long, Dee Jay and T Hawk (see New Specialities), plus a rewarding new scoring system.

'First attack bonus' throws points at the player who can draw first blood, 'recovery bonuses' are awarded for those who can get out of a dizzy spell unscathed, and the 'reversal attack bonus' offers yet more points to players with an ability to pull off a special move in a recovering position.

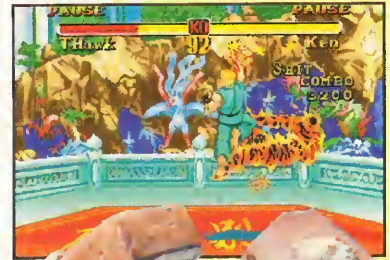
Combinations bring out the style in a fight. For Ryu, a dragon punch is rewarded with a 3-hit combo bonus. Sneak the simple punch in first, and it's a 4-hitter – even better!

I was surprised at just how much more there is to this sequel. As well



These are two of the challenge modes. On the left is the tournament, on the right you have a knockout contest.

Ryu pulls off a 3-hit combo. This is one of the new bonuses you can receive during a fight to help turn on the style!



## PROTIP

TRY OUT CAMMY'S SPECIAL MOVE: HER HIGH KICK. PRESS THE D-PAD TOWARDS, DOWN AND THEN TOWARDS-DOWN, FOLLOWED BY THE HARD KICK BUTTON. IT'S A REAL KNOCKOUT TO HER OPPONENTS!

as having four new sets of moves to try out and surprise your novice opponents with, many of the original fighters have new moves too. Ryu can now throw a red fireball to flame his opponent, and Ken has a flaming dragon punch that's utterly devastating to see as well as pull off! I like it, it's as if new life has been injected into these fights – the many fans of *Street Fighter II* will be keen to discover the new additions to such a classic.

For the high price this will retail at here in the UK (around the £60 mark), there's a question mark over whether the extra features are worth forking out for. But I enjoyed the game immensely. The new challenges – where you can take part in knockouts, group efforts, time challenges and combo competitions – keep the interest there just

that little bit more.

Bringing everything together, from a simple fight, to all the bonuses and special competitions, players can build on a style and get rewarded for the extra effort (like the hit combos flashing onto the screen as soon as the combo is pulled off). The extra points just give you even more reason to boast about a victory!

Apart from the microchips in your cart suffering from a sore throat (the sound is surprisingly rough), everything is here to ignite the world in yet another *Street Fighter II* frenzy.

Capcom have kept their promise and kept up with the arcade machine's progress by bringing us yet another classic conversion of the world's most playable beat-'em-up ever.

Mark "UpperCut" Hill **SP**

## NEW SPECIALITIES

### CAMMY



CANNON DRILL – down, down-towards, towards and kick.



FRONT KICK – towards, down, down-towards.



SPINNING KNUCKLE – away, down-away, towards.





T. Hawk gets rewarded with the 'first attack bonus'. Are you any good at drawing first blood?

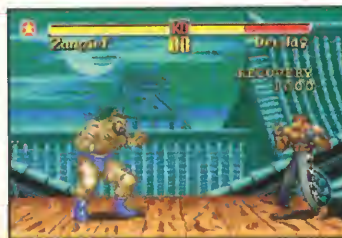
The introduction shows a front view of Ryu throwing a fireball at you!



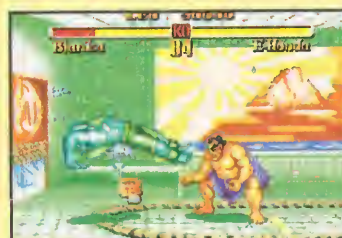
T. Hawk bashes barrels to bits during one of the original bonus rounds.



Now Ryu can pull off a Red fireball to turn you into a flaming corpse.



Can you receive a 'Recovery Bonus' by getting out of a Dizzy spell?



There's a 'Points Match' option to go with all the other new challenges.



Cammy's Cannon Drill is a superb move. Here she tries it out on her mirror image. As you can see, the results can be quite stunning.



SEGA  
ETBA  
OUT: JULY



CART SIZE: .....32Mbit  
PLAYERS: .....2  
STAGES: .....16  
SKILL LEVELS: .....8  
FEATURES: .....continues  
CONTACT: .....Sega  
(071) 3733000

## PROVIEW

**JASON** ■■■■

This packs even more punch than the first SF II. Still, it's nothing original

**PHIL** ■■■■

I always get beaten up, but I still want to come back for more.

**NICK** ■■■■

A good game, but worth yet another £60? I wonder. Only for SF fanatics.

## PROSCORE

**GRAPHICS 90%**

▲ Superbly drawn sprites, very smooth to control and spectacular to watch.

▲ The backdrops are painted very well, portraying the cultures of the fighters.

**SOUND 82%**

▲ Some of the moves are accompanied by real hard-hitting sound FX.

▼ Much of the sound, particularly the garbled speech, is poor.

**GAMEPLAY 92%**

▲ The four new challengers and new moves breathe new life into this.

▲ A selection of new bonuses makes every fight even more of a contest!

**CHALLENGE 92%**

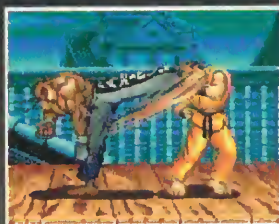
▲ The greatest one-on-one fighter ever! Domestic competition is a must!

▲ Plenty of different challenges – combo bonuses, tournaments, new moves...

# 90%

A significant improvement over SFII: SCE. The new challengers fit in well with the original 12 to make this another world-beater.

## DEE JAY



DOUBLE DREAD KICK – away for two seconds, then towards and kick.



HYPER FIST – down for two seconds, then up and punch.



MAX OUT – away for two seconds, then towards and punch.

## FEI LONG



REKKA KEN – away for two seconds, then towards and kick.

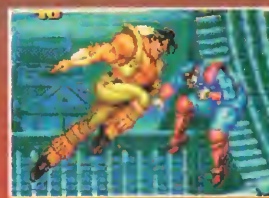


RISEING DRAGON KICK – away, down, down-away and kick.

## T. HAWK



THE HAWK – jump in the air, then hold all three punch buttons.



THUNDERSTRIKE – towards, down, down-towards and punch





These roof shooters can be really nasty. What a nightmare.



These bad guys are rendered quite beautifully. Don't stop to stare for too long though.



Each level starts with a neat speech-based briefing from the Chief, explaining the objective of each mission and some hints about how to manage.

It's the year 2064. The Corporate Wars are in full spate and new hyper-powerful weapons are being deployed. To power these instruments of mass-destruction, the rare alien element Meridium is needed and it's only found eight light years ways on the ghastly planet Mandlebrot's World. There, robots under the control of MOSES (a computer) do the work while colonists sit back and drink themselves silly. One day a rival mining organisation infects MOSES with a virus and all hell breaks loose. The colonists are in danger of getting roasted; so it's time to call in the Battlecorps!

## THE BATTLECORPS

Who are these superheroes? Well, apart from being the most suicidal bunch of headcases ever to step foot in a room, they're the galaxy's A1 top Cybernautic troubleshooters. Just what does this mean? Well, you see the Walkers these guys drive are teleoperated – ie they aren't actually really sitting in the Walker at all but are piloting it from orbit. So when you lose a life, just select another character and get on with the game,



### BECKY OJO

Being the only female in the group could cause problems, but not our gal Becks! Known to skin people alive just by using her eyesight – and not averse to sharpening knives on her fingernails – this is a lady who makes Sonja Blade look like a primary school teacher.



### DIKA A'JANG

Dika is an alien with an attitude, mostly caused by people taking the mick out of his name around the Battlecorps HQ. To counteract their slurs, he's built his body to the kind of state that gets lesser individuals arrested for lack of planning permission. Harder than a 14ft concrete statue of Arnold Schwarzenegger.



### JACK CUTTER

Jack is the kind of sensitive, sharing New Man who kills people when he's called sensitive and sharing. Inspired by Judge Dredd, he now wears the kind of shoulder pads that totally restrict all movement of the upper body. But he's so hard he

can kill with his toes, so that's OK.



### LT CALGARY

When Calgary isn't shouting at his team, he's orbiting in a spaceship shouting at his team over the radio. Off duty though, he's the sort of ace boss who buys all his team a drink

down the pub, whilst forgetting to warn them that the booze is laced with rat-poison. Death would be too good for him if it was quick.

Forget *Silpheed*. Forget *Wing Commander*. Forget *Thunderhawk*. Forget the lot of them. *Battlecorps* is the most incredible Mega-CD game I've ever seen. Core Design's CD development team have put all those other expensive collections of talent across the world to comprehensive shame.

The idea of the game is to stride about a variety of landscapes in your Walker, shooting the out-of-control robots, picking up a variety of power-ups and so on as you work your way towards the final confrontation

## PROTip

REMAIN AT A DISTANCE AS YOU TAKE THE MINING ROBOTS OUT. ALSO, BE CAREFUL OF MINES (YOU CAN ROTATE YOUR GUN TURRET TO FACE THE OTHER WAY AS YOU CONTINUE TO WALK FORWARDS).



Watch out for the radioactive crates scattered around the place.



The first level. As you can see, it makes no difference to the violence.



Try unleashing a few missiles against these guys. They'll die after two hits.

tion with the now completely bonkers MOSES computer.

But before I mention anything else, let's talk about the graphics. *Battlecorps* uses the same game engine as *Thunderhawk*, allowing superb sprite scaling on 'real time' backgrounds. The sprites have been rendered this time though, and the combination of their quality plus the scaling has created graphics which are, frankly, astonishing. Core have also avoided the trap *Silpheed* and *AX101* fell into (with their non-interactive back-

grounds) with full movement around the landscape. There's been a lot of attention paid to small details too, like the slight up-and-down movement of the screen as your Walker strides across the landscape. Take a look at the Aqua level screenshots to appreciate the other details, including sea anemones fluttering about, bubbles, and fish swimming around.

The game comes with a standard outfit of 13 missions with one objective per mission. As in *Thunderhawk*, there's a wide variety of locations, from Aqua, to Lava and so on (see box-out for a few of them) and each location affects your ability to perform in some way. For instance, in the Lava level you have to watch your

# BATTLE



# COCKPIT VIEW



**CORE DESIGN**  
£44.99  
OUT: JULY



## WEAPON SELECT

(See box-out right of this screenshot)

## RADAR

Gives you advance warning of enemies and mines.

## MOTION CONTROL

Speed up, slow down or stand still.

## SHIELDS

You can power these back up if you find the right pick-up.

heat level carefully. Getting too close to the open lava pits will cause you to melt if you hang around for too long. And the Aqua level means some of your weapons are unavailable (your flamethrower is an obvious example).

There is no shortage of baddies either, from floating mines which explode if you get too close to them, to huge robot mining vehicles and swivelling fixed laser turrets. Most of them can be killed pretty easily, but it's a good idea to conserve your ammo where possible.

Shield power-ups are available and you will have to perform certain operations in order, if you are to progress properly. For instance, switches have to be pulled to deactivate shields to allow you access to certain areas. And in the Aqua level two, your job switches to defence as opposed to the usual offence.

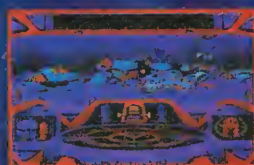
An honourable mention must also go to the music. There are no wimpy keyboards here — listen to the screaming rock guitar on the Lava levels and the dreamy ambient sounds in the Aqua parts of the game. The CD has been used well.

In summary, this is a clear demonstration of the world-class quality of our home-grown programming talent. This is a superb title — *Battlecorps* is going to kick ass.

Nick "wow" Merritt

# THE LEVELS

Here are a few of the levels. As you can see, they range across a wide variety of environments and each location affects the gameplay in some way.



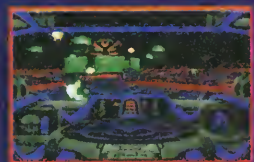
## AQUA:

Takes place under water. Watch out for the fish!



## CAVERN:

Roof-mounted baddies are very nasty!



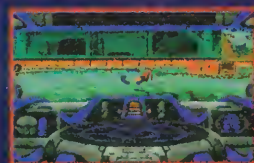
## CYBER:

The last level. Your chance to kill MOSES.



## LAVA:

The first level. Watch your heat readings.



## SEWER:

Going underground has never been this risky.



## SNOW:

Time for a snow fight! Nice and easy.

## MAP

## WEAPON SELECT



MORTAR — there is also a TRIPLE MORTAR available.



FIREBALL — A nice, big gun.



MISSILE — Homes in on target.



FLAMETHROWER — fires a sheet of plasma.



CANNON — Your standard weapon.

There are also weapons power-ups scattered about — these include a Smart Bomb and a Freeze Ray.

Your amazing two-legged engine of destruction. Don't forget your keys.



CD ACCESS: .....fast  
PLAYERS: .....1  
STAGES: .....13  
SKILL LEVELS: .....n/a  
FEATURES: .....none  
CONTACT: .....Core Design  
(0332) 297797

# PROVIEW

## JASON

Another superb CD release. Congrats to Core for this one.

## PHIL

Always want to drive one of those Star Wars walkers? Now's your chance.

## MARK

*Battlecorps* should make an impact on the Core of the CD market.

# PROSCORE

## GRAPHICS 97%

▲ The best graphics I've ever seen on the Mega-CD. Astonishing quality.  
▲ The scaling and rendered sprites have never been done better.

## SOUND 97%

▲ Some really good music. The guitar playing is something else!  
▲ A good variety of tunes and some nice spot FX round it off nicely.

## GAMEPLAY 91%

▲ *Thunderhawk's* weaknesses have been fixed and there's more variety.  
▲ Plenty of power-ups and hidden dangers keep the interest level up.

## CHALLENGE 90%

▲ You will not want to stop playing once you pick this up.  
▲ You won't run out of things to do — this game is big. And it isn't easy.

# 95%

This whole package oozes quality. Undoubtedly the best Mega-CD game around at the moment. Just incredible.

# CORPS





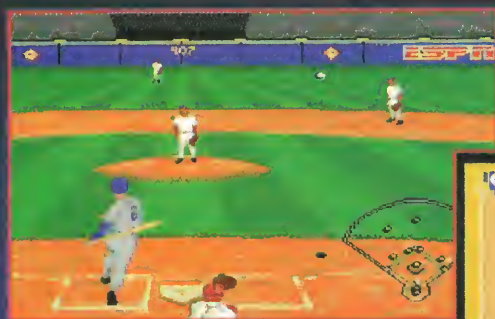
MEGA DRIVE

Summer's in and baseball frenzy is spreading like Dairy Lea on a picnicker's sarnie – well, over on that side of the Atlantic it sure is. The latest in a busy tally of baseball simulators has been thrown onto the American import scene. Relying heavily on its affiliation to the ESPN studios and in-house commentators Chris Berman and Dan Patrick, *ESPN Baseball Tonight* claims to be 'the most realistic, fast-paced arcade style baseball game ever created'. Aiming to put you in the firing range of a live ESPN broadcast, Sony Imagesoft's latest release may have one or two tricks up its sleeve. 'Live' commentary and an 'awesome televised broadcast perspective' are just a couple of supposed selling points. Step up to the crease, er, I mean mound as Sony pitch a wild one.

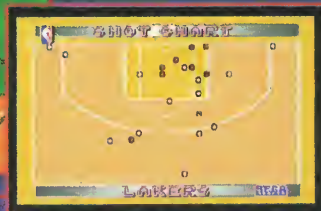
**W**hen reviewing any sports simulation the main area of interest is the gameplay; after all, this is what makes the Mega Drive sports games what they are – the best of the 16-bit range. So how does it match up to other recent big hitters like *RBI '94* and Sega's *World Series*? Not too well I'm afraid.

Pitching and batting are fair enough but you never really feel in control of the action, as is sadly so often the case. This leaves you feeling lucky, more than elated, when firing a hot one. What could make up for this downer and save face, though, is a fluent set of animated sprites. But, once again, even this falls to waste.

Claiming to use more than 10,000 frames of animation you're falsely lured into the warm feeling that this is a rare treat and will look 'the biz'. Don't kid yourself. The animation is very good, or at least the players look lively and move realisti-



Just as you might expect to see in a televised event, the batting is viewed from behind the catcher.



Fire the ball into the air and you may well find yourself taking an early shower. Not the best tactic.

# ESPN BASEBALL TONIGHT



Away from the standard play-offs, why not bat against the CPU in a frantic Home Run Derby?



Swapsies can be made before playing via this simple-to-follow statistics and player-select screen.



As the ProTip advises you, practice is the golden key to success and here's a taster of what to expect.

## PROTIP

**PRACTICE, AS ALWAYS, MAKES PERFECT. DO IT! BASHING AWAY ON THE TRAINING MODE IS THE IDEAL MEDICATION FOR AMATEURS TO POLISH THEIR SKILLS UP TO WORLD SERIES STANDARD.**

Another substandard sporting event definitely not worth raving about.

Jason "putty head" Johnson



SONY IMAGESOFT  
£59.99  
OUT NOW



CART SIZE: ..... 16Mbit  
PLAYERS: ..... 2  
STAGES: ..... n/a  
SKILL LEVELS: ..... 1  
FEATURES: ..... password  
CONTACT: ..... Video Games Centre  
(0202) 527314

## PROVIEW

**NICK** ■■■■■

You'd have to be batty to buy this (bad joke but a worse game).

**PHIL** ■■■■■

Nice animation, but naff playability puts this firmly in the little league.

**MARK** ■■■■■

A poor baseball title. I recommend *World Series Baseball* as an alternative.

## PROSCORE

**GRAPHICS 54%**

▲ A mention to the people responsible for the sprite animation – excellent.

▼ Failing to live up to the cover slip, everything else visual goes to pot.

**SOUND 48%**

▲ Speech is neatly executed and implemented.

▼ Those crowd sounds may be digitised but they sound dreadful.

**GAMEPLAY 37%**

▼ Swinging and pitching both look the part but you never feel in total control.

▼ Such little feeling as you bury a strike or home run is unforgivable.

**CHALLENGE 45%**

▲ Cracking the secret behind skilful throws and hits is a real teaser.

▼ Despite 28 Major League contenders a long life-span just isn't there.

# 46%

A short night's entertainment for the truest of baseball fans. Avoid this and go play in the park; it's much more fun and a lot cheaper.



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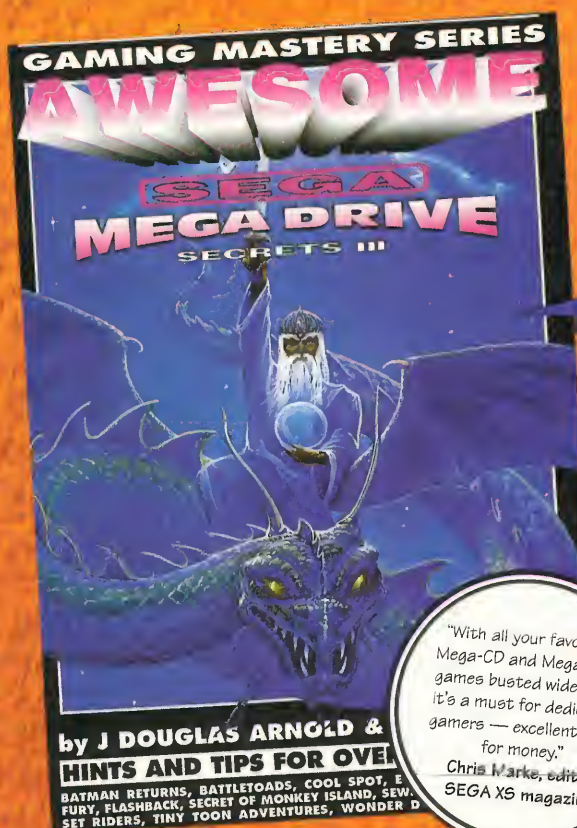
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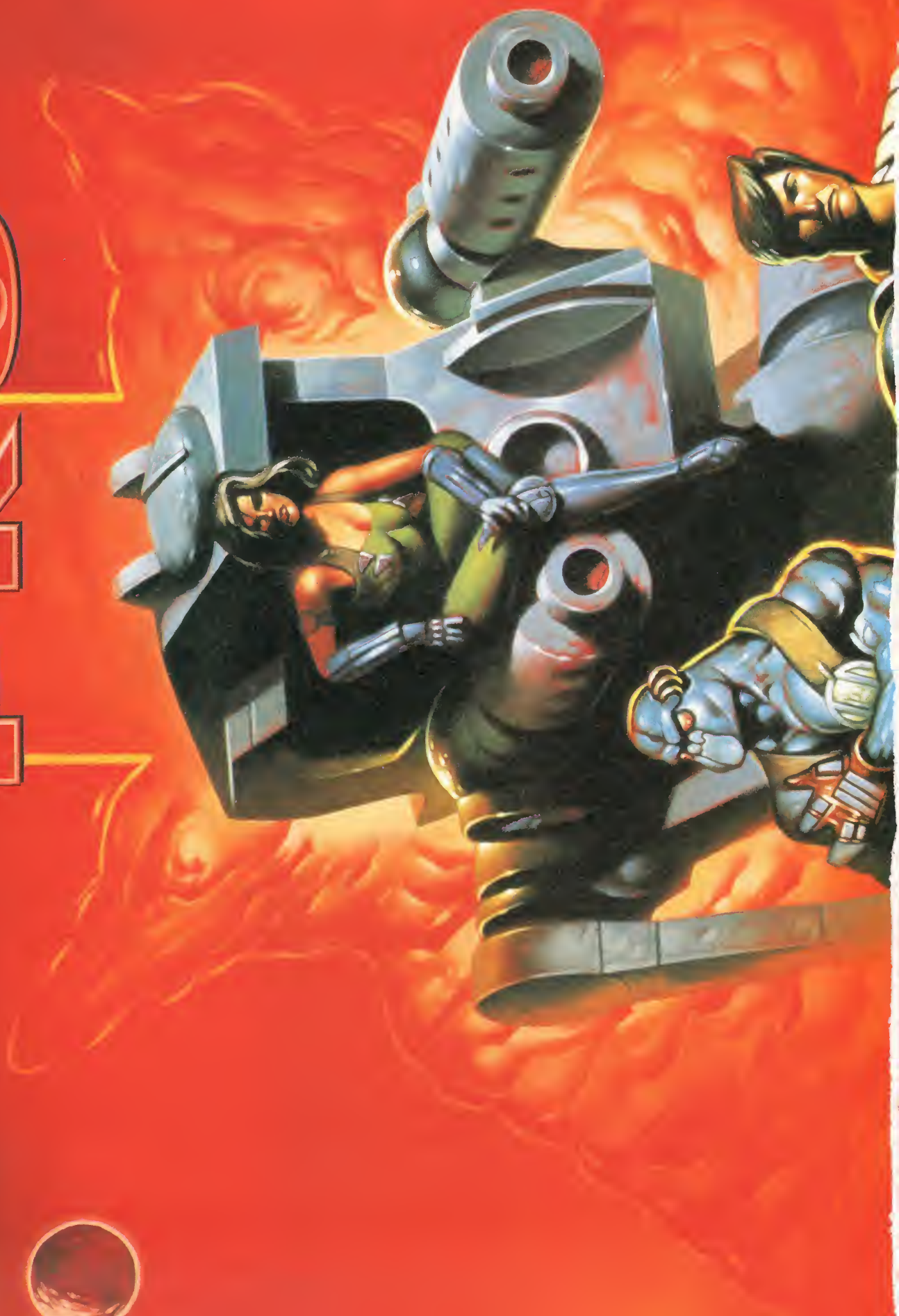
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# SEGA S







# BATTLECOOPS



# SEGA

## XS

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# SEGA

## XS

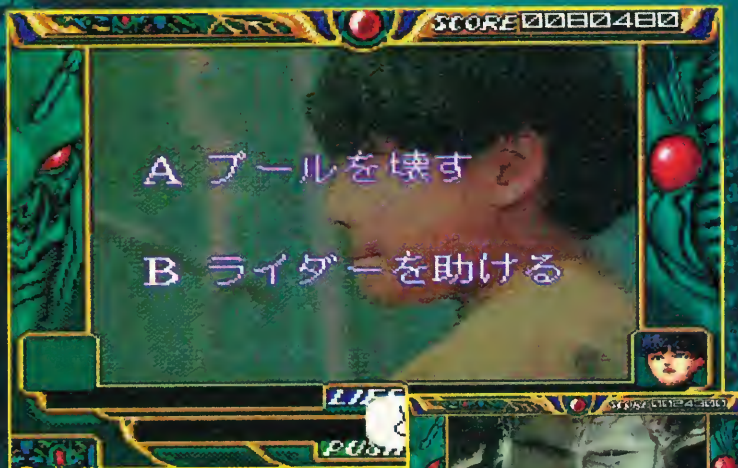
**ISSUE 8 ON SALE 23 JUNE**





MEGA CD

This new CD title from Japan is the 13th movie product in the *Masked Rider* series. *Masked Rider ZO* is an interactive movie similar to *Ground Zero Texas*. The commands are much the same as *Dragon's Lair* – take control of a small Japanese boy and a masked hero, and influence the plot of the film by choosing how the story unfolds at various points too! This has all the ingredients of an action-packed movie – especially



Choose your own adventure! You get to influence the plot a little, but the text is in Japanese. Let luck decide your fate.

the 12 epic battles you'll have with your chief enemy, Doras. Kick, punch and outrun the evil monster in a fast and furious hot-tempered adventure of joypad reflexes and determination...



Doras gives us an evil stare – this can be quite terrifying at times! In Japan the game has an age certificate...



This is the first scene where you play the part of this Japanese boy. The problems start after saying goodbye to your mates.

# MASKED RIDER ZO

When an arrow flashes up, move left, right, up, or down with lightning reactions to keep control of either the small Japanese boy or his protector, the Masked Rider. The combat moves are simple – when the G icon flashes up, hit button A to grab; for icon K, hit button B to kick; and for icon P, hit button C to punch.

To see the movie through you'll be relying on your ability to react to the direction and combat icons in time. It's good to see a *SFII*-style energy-bar meter for the battles with Doras, so you can't die through one icon-responding error. This makes the FMV sequences more enjoyable.

## PROtip

**DIRECTIONS FOR FIRST SCENE: RIGHT, RIGHT, RIGHT, DOWN, LEFT, UP, LEFT, RIGHT, UP, RIGHT, LEFT, BOMB, RIGHT, RIGHT, LEFT, LEFT, LEFT. OH, AND I'D ADVISE YOU TO LEARN A BIT OF JAPANESE.**



Doras is an ugly enemy. He has the ability to change into all kinds of horrible creatures.

I have reservations about the staying power of this, though. It's exciting to be able to keep the movie characters (Masked Rider and Japanese Boy) out of danger by responding to arrows and combat commands, but once you've grasped this you won't want to keep watching the movie. Thankfully there are various points in the adventure where you can choose the next stage of the plot, but this can lose you the game as the clues are in Japanese!

The graphics, although a little grainy, do show up well on a TV or monitor. Urban locations (such as underground car parks and old warehouses) give us the perfect combat scenarios, and the dramatic music gets the blood boiling as the horrific Doras keeps on your trail.

However, *Masked Rider ZO* is sixty quid and it's in Japanese. You'll enjoy the



A small sphere comes down from the sky, and our young hero starts running scared. Arrow right, quick!

first few plays, but end-up regretting the long wait between interactive scenes as you watch lengthy intros. I'm sure this game will prove successful in Japan, but over here I'd advise you to save your cash.

Mark "ZO" Hill SP



A young man gets involved. He's here to help the young boy, but he has to convince the youngster first.



SEGA  
£59.99  
OUT: NOW



CD ACCESS: .....medium  
PLAYERS: .....1  
STAGES: .....12  
SKILL LEVELS: .....3  
FEATURES: .....continues  
CONTACT: .....Video Games Centre  
(0202) 527314

## PROview

**JASON** ■■■■■

A damn expensive Japanese 'film' without subtitles. What a rip-off!

**NICK** ■■■■■

There is too much watching and not enough playing. Zo near but zo far.

**PHIL** ■■■■■

You're concentrating so much on the icons, you can't enjoy the FMV.

## PROscore

**GRAPHICS 84%**

- ▲ A really exciting, action-packed FMV movie with some superb effects.
- ▼ Like many FMV games, visibility suffers because of the grainy footage.

**SOUND 87%**

- ▲ The CD-quality music does not disappoint – make sure it's stereo!
- ▼ All the action tracks help to drill home the tension and excitement.

**GAMEPLAY 58%**

- ▲ Perfecting your icon-selection reactions is vital.
- ▼ What a shame this is in Japanese – it would be nice to understand it.

**CHALLENGE 59%**

- ▲ If you can keep your reactions sharp, the challenge is there.
- ▼ Once you've seen this through, it's unlikely you'll play it much again.

52%

An absorbing interactive movie let down by the high price and Japanese dialogue. Try *Ground Zero Texas* instead.





MEGA DRIVE

## SPEED MERCHANTS

The line-up of drivin' dudes: each has a unique special weapon or ability.



**JACKYL**  
CAR: MOENTRAZ P12  
WEAPON: OIL DUMPER



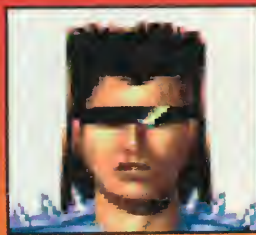
JACKYL LIKES TO OIL THE TRACK.



**SADIE MARKS**  
CAR: MANTRA X202  
WEAPON: GLUE GLOBS



SADIE STICKS TO HER GLUE.



**RAY SHADES**  
CAR: SETRO M42  
WEAPON: BOOST DEVICE



RAY'S HAPPY WITH A TURBO FACILITY.



**MEKMAC**  
CAR: MONSTER 78 GSM  
WEAPON: ARMY MINES



MEKMAC BLOWS OTHERS TO BITS WITH MINES.

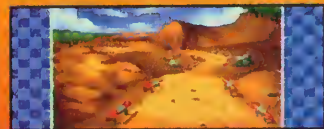
Eight hotrods equipped with special weapons enter a racing war. The longer the skirmish continues on the track, the more powerful the cars become. "A fast-paced arcade-style racing game set in a classic top-down arcade view" is how Accolade describe their new racer. Combat Cars won't have it easy this summer, though, with Micro Machines 2 also revving up on the starting grid. So, step into your war vehicle, tackle the six different scenarios, and make the track your own battlefield. The tarmac war has only just begun...



BEACH TRACK



HARBOUR



MOUNTAIN TRACK



SNOW TOP



SUBURBIA

**T** rue to its name, Combat Cars comes equipped with weapons that provide players with the means to blow away the competition. This is the first appealing feature I picked out. The other detail I noted was a split-screen view for the two-player head-to-head and team modes. As a fan of these overhead arcade racers, I couldn't wait to burn some rubber... and the opposition. Track warfare sounded fun!

Before climbing into the driver's seat, you must select one of eight characters (see boxout). There are 24 tracks in total, and six different scenarios. You start on the beach, go through a harbour, tackle a lumpy 'n' bumpy mountain track, slide on the snow route, and then work your way from the suburbs to the centre of the city (four levels).

The overhead view works well on the screen. The scrolling is smooth, the graphics bright and atmospheric, and the cars don't look too bad either. Much of this is tidy, although sprite collisions clouded my opinion of this fast-paced racer for a while. The cars do tend to go through one another without trace of any contact. But these wriggling racers, darting around the narrow circuits, provide some very enjoyable gameplay.

### PROTip

CHOOSE ANDREW ALIEN FOR RACING. HE'S THE BEST DRIVER AS HE HAS THE HEAT-SEEKING MISSILES! OPPONENTS JUST CAN'T GET OUT THE WAY OF THEM AS THEY HOME IN, LETTING YOU ESTABLISH A BIG LEAD.



Yes, what a win. I had to pull the rabbit out the hat at the end there - missiles are very useful.

# COMING

Finish in the top three spots or it's season over. Really you'll be looking for first place every time - the points earn you the money, and that means upgrading your car in line with the increasing standards of your competitors' vehicles.

The race meetings are excellent fun to begin with. Using the mines, glue, heat-seeking missiles, gunshots and turbos provides hours of racing fun. Each of the eight drivers is equipped with one type of special weapon or turbo-boost. As Andrew Alien, have no fear - one heat-seeking missile blows your rivals off the track, leaving you time to increase the gap once again. Andrew's got the best motor and it's an unfair advantage according to Jason! Ah well, life's unfair, let's just say I know a smart vehicle to pick when I see one.

The two-player split screen gives each player a rather squashed view - it works, but only just. The racing is difficult, particularly frustrating on narrow circuits such as the Harbour. At least this display solves the single screen problem (where cars

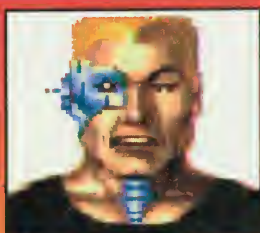


can be scrolled out of view), but it could have been vastly improved.

This game can't quite slip into the same top gear as Micro Machines because of its rather old style. But the price may change your mind - it's an Accolade budget release. It'll only set you back three crisp tenners, so I'd say this is worth a look. Imagine Micro Machines with weapons, only this is a diluted version - its got the ammo, but lacks the polish.

Mark "Wacky Racer" Hill **SP**





**METRO 1200**  
CAR: TAILORMADE  
WEAPON: NXP SHOTGUN



METRO'S THE RODEO WITH HIS SHOTGUN.



**GROUL**  
CAR: MOLE V2.3  
WEAPON: THICK SMOKE



GROUL SMOKES-OUT HIS REAR.



**BIG BAD MAMA**  
CAR: CUP CAKE  
WEAPON: HYDRO BOOST



MAMA'S GOTTA TURBO FACILITY TOO.



**ANDREW ALIEN**  
CAR: ZEPHYR Z  
WEAPON: MISSILE - Z



ANDY'S MISSILES WILL HAVE YOU AIMING HIGH.

# BAT R

In two-player split-screen mode, racing gets hectic. Is that gas coming from your rear?

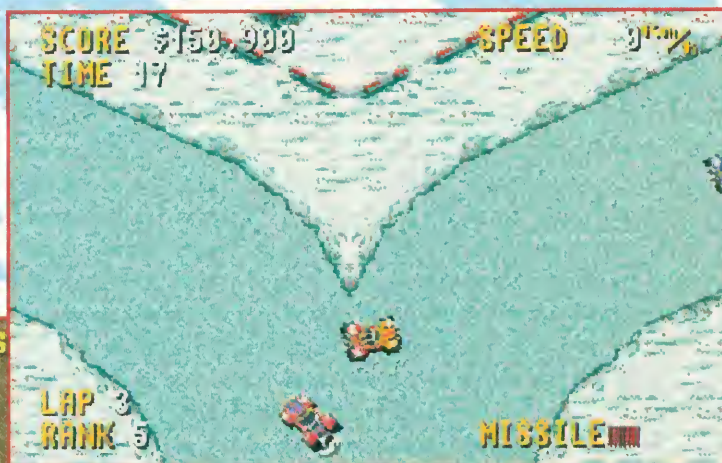
A head-to-head race pits you against a friend with no other cars on the track. Get a lead in life...



In the town the traffic cones are out and right-angle corners make up the circuit. Do the Monaco run...



On the snow track it's slippery, cold and rather unpleasant. Just take the rough with the smooth.



Get to level three on the circuits and junctions start to appear. Don't get caught in two minds.



Use your prize money - between races - to buy turbo-chargers, mega-tyres, powerful engines and special weapon enhancements.

The lights go green? No, you are told to GO. This is the Mountain track - dirty and narrow.



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PLAYERS: .....2  
STAGES: .....24  
SKILL LEVELS: .....3  
FEATURES: .....none  
CONTACT: .....Accolade  
(081) 8770880

## PROVIEW

### JASON ■■■■

A fun game, but Andrew's damn rockets make it a one-car race!

### PHIL ■■■■

The inclusion of weapons doesn't work as well as in Rock 'N' Roll Racing.

### NICK ■■■■

The head-to-head mode doesn't really work, but it's still a decent racer.

## PROSCORE

### GRAPHICS 80%

- ▲ A pretty handful of courses with detailed and colourful designs.
- ▼ It's a pity the cars go through each other instead of crashing.

### SOUND 82%

- ▲ The tunes (including a Haddaway-style dance beat) are great to drive to.
- ▼ Explosions and crashes don't sound as realistic as they could be.

### GAMEPLAY 75%

- ▲ The different weapons put interest into an old-style overhead racer.
- ▼ Not quite Micro Machines - the courses aren't as interesting.

### CHALLENGE 78%

- ▲ 24 tracks and three skill levels give you plenty to master.
- ▼ The two-player head-to-head can be pointless if one of you has a big lead.

# 77%

Addictive to begin with and worth a test-drive, but don't forget that the bigger, four-player Micro Machines 2 is out soon!









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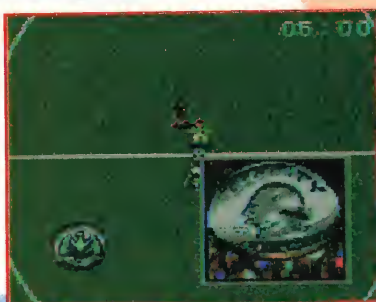
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The ceremonial flipping of the coin, or something like that anyway.



A sly move was that, my son; next you'll be asking for a pay rise.

# WorldCupUSA94

Friday June 17 saw the opening of USA '94, a spectacular stage for 24 of the world's best football teams to compete for the prestigious FIFA World Cup. Tears and triumph surround the 60-year-old competition. Who will win this time around? Can Germany retain the title or do Ireland have the winning team? This year, England failed to qualify for the finals, and as a result Graham Taylor has stepped down as manager. The people's choice, Terry Venables, has taken command. Firing on all cylinders, England are in a class of their own (pity it's not in the same class as the rest of the planet). So no shot at the Cup. "Oh, really?" asks Jason.

And the crowd goes wild as the teams flood onto the pitch. Wah-hey, it's just like the real thing.

## PROtip

PRACTICE, FIND THE PERFECT TACTICS AND PLAY THE BEST PLAYERS. COMMON SENSE, REALLY. (GREAT, THANKS JASE FOR FILLING UP THIS SPCE SO WELL. NOW WHAT AM I GOING TO DO EH? OH... - NICK)

Cool white packaging and a detailed seven-language manual complement US Gold's officially licensed World Cup soccer simulation. Boasting customised gameplay, over 3,000 frames of animation and a formation editor, we could be looking at a dream-team product. I caught up with Paragon's in-house fantasy football buff, Terry Taylor, and asked, "What does World Cup USA '94 have to offer?"

A composed Terry replied, "It has to be said the options are excellent. Learn the basics in practice mode, enter the official World Cup Tournament or customise your choice teams and design a personal World Cup. This means England are in with a chance after all, or so you can pretend."

But Terry, isn't there far more depth to these options? Can't you control your formation via a nine-sector pitch, instruct your players how to react to different situations and ultimately develop the formula that best suits your playing style? "You sure can," commented Terry, "and once you've found the best tactics for you, saving formations to a battery backup is a doddle."

Having covered the hidden elements, Terry suggested we tell you



The main options screen where you can choose what tournament to play.



So many options to choose. These three pop up when you press start.

about the nifty-looking option screens, blur-free playing area and realistic stadium atmosphere. I couldn't agree more, and after a prolonged bash at attempting to take Brazil to victory, and failing miserably, I reminded him that not only do we have a good-looking, highly playable and engrossingly addictive soccer sim, it's a darn sight harder than picking your nose with your big toe! "Obviously," a puzzled Terry concluded.

Jason "Lost It" Johnson **SP**



The ref is always on hand to blow his whistle and book players for bad fouls.



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CART SIZE: .....4Mbit  
PLAYERS: .....2  
STAGES: .....n/a  
SKILL LEVELS: .....3  
FEATURES: .....everything  
CONTACT: .....US Gold  
(021) 6253388

## PROview

**NICK** **★★★★**  
Easily the best handheld soccer game yet, this is fantasy football.

**PHIL** **★★★★**  
Obviously, Brian, I'm over the moon. All credit to US Gold: the lads done well.

**MARK** **★★★★**  
Loads of options, perfect playability. They think it's all over... it is now!

## PROscore

### GRAPHICS 94%

- ▲ Superb graphics from clearly labelled options to lifelike ball movement.
- ▲ For the speed the players run at it's amazing there's so little blurry vision.

### SOUND 86%

- ▲ You'll not hear much better, with jolly ditties and realistic in-game FX.
- ▼ Louder cheers when the ball goes in the net would have been nice.

### GAMEPLAY 37%

- ▲ How this amount of playability has been included is way beyond me.
- ▲ After just two or three matches you're completely hooked.

### CHALLENGE 45%

- ▲ Winning the World Cup is tough. Try scoring in practice mode first!
- ▲ The AI is perfect; Brazil are tragically tough to beat but Bulgaria are a doddle.

# 94%

Buy this and you'll want to take a day return to Birmingham and kiss the ground US Gold is built on. (You been to Brum at all, Jase? - Nick)





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MEGA DRIVE

# DRAGON BALL Z

Yet another introductory screen flashed just before the fight starts. Battle 1, tally ho.



Rising out of the smoky aftermath left by *Super Street Fighter 2* and *Mortal Kombat 2* is a lesser-known combat game. Its name is *Dragon Ball Z*. Resolutely popular in Japan, can the dragon's ballz pack a fiery punch? Or, as is so often the case, will it fall short of hyped expectations? Take a little time to relieve yourself from the superiority of the Midway and Capcom titles and confront this small-fry swimmer.

It may just surprise you.

**A**voiding the useless story intro screens that nobody ever sits through more than once, colourful full-screen portraits of the eleven combatants are flashed on-screen. Wait a few seconds and a demo mode springs into life. So what? Well, this is very useful to catch a glimpse of the action so you know just what to expect. As, believe me, you will be surprised.

Special moves are alive and kicking, but what's most striking is when the screen splits in two and the wacky fighters battle it out in midair. Now that's what I call fun, but doesn't the novelty wear

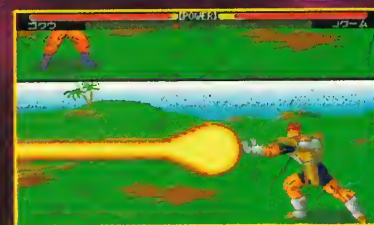
thin a bit too quick? True, there's nothing to beat sheer thumb-and-finger twiddling mayhem, but a little variety goes a long way. In the jungle of your everyday beat-'em-ups *Dragon Ball Z*'s extra features are a welcome sight.

So, why exactly do you fly around the screen? If you're at all familiar with Manga Entertainment's movies and videos (the guys and gals responsible for *Akira*) you're halfway to understanding where the ideas come from: leaping around the screen at all angles, fighting in midair, letting fly multicoloured laser bolts and performing improbable fighting moves and effects. That is what makes the difference, but as you may expect

Guess what this says. I'll give you one clue: it says something like "you're s'tt ahh" and sends you back to the title screen.

## ProTip

BE PREPARED TO DEFEND AGAINST RAPID COUNTERATTACKS AND WATCH OUT FOR BOOSTED SPECIAL MOVES. YOUR OPPONENT WILL ALSO TAKE TO THE AIR ON THE ODD OCCASION — WATCH OUT!



Taking over the whole screen, hyper-hyper special moves can be blasted at the other fighter to sap away stacks of their energy.

it's not all a bed of roses.

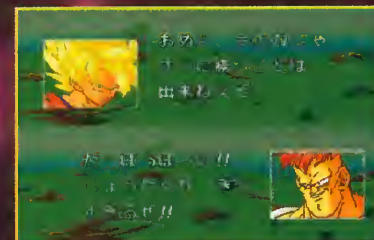
Whilst the outrageousness of this side-scrolling one-on-one beat-'em-up is fun, practically everything else is no more than average. The music will cater for the Japanese ear, after all it is a Jap import, but us lardies enjoy the finer things of life, don't we? We want adrenaline-pumping music crashing out of the speakers! Thus, it fails to deliver — tinny, typically Japanese backing tracks and sound FX don't fare at all well.

The graphics are, much like the

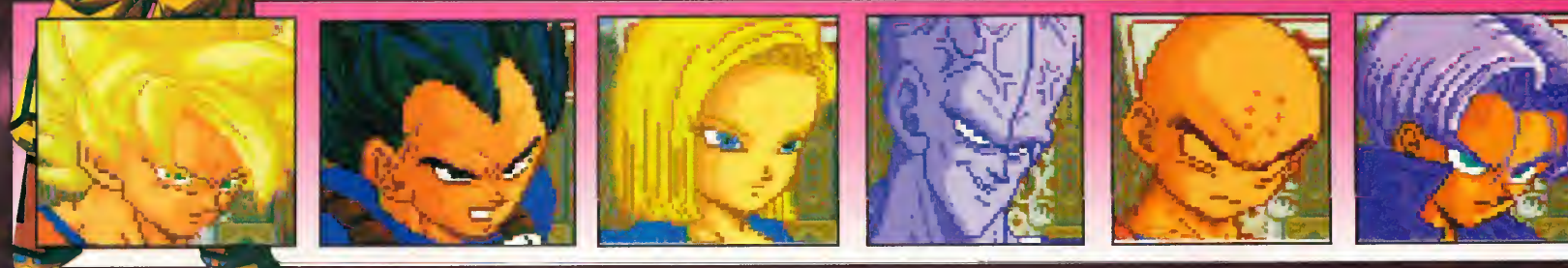


## EYE KNOW YOU...

A quick sneaky peek at the combatants featured in *Dragon Ball Z*. Mind you, it's hard to look tough with eyes the size of car windows.



Taunting the opposition never does any harm, or at least I guess they're giving each other some gyp. Who knows?







A rather painful attack method that packs a hefty amount of damage is the good old groin imploder.

If you've ever seen anything about the *Dragon Ball Z* animés you'll know this is the main man's fiery weapon.



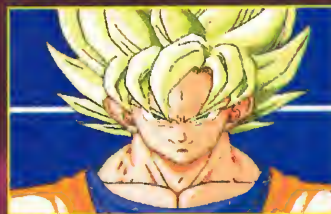
Midair fighting is all the rage in this Manga-affiliated title. If you don't believe me, buy the vid for yourself.

music, nothing special. The backgrounds are far from exciting and the main sprites, though varied, tend to be too small and unexciting. One or two have a little life in their contorted bodies, and definitely pull off some stunning-looking special moves, but would be better used in a Manga video.

Sorry to drone on about *Dragon Ball Z*'s negative attributes, but there is more, and worse, to come – responsiveness. It's nonexistent! Shock, horror, performing any kind of move, special or not, is clumsy and slow. For example, simple attack techniques are uncannily luck-oriented and as for combinations – forget it!

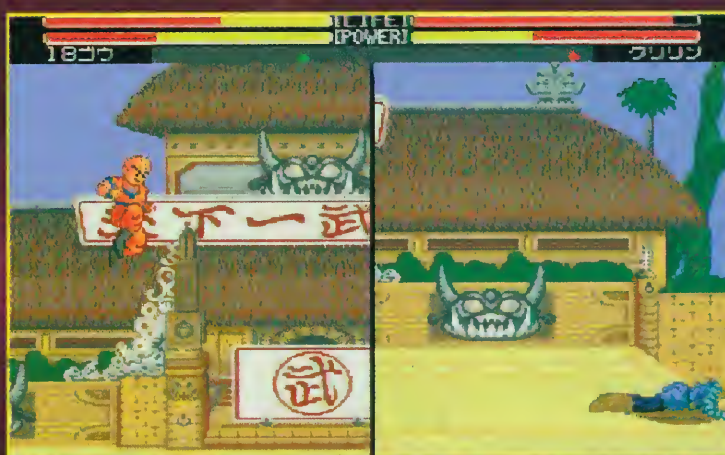
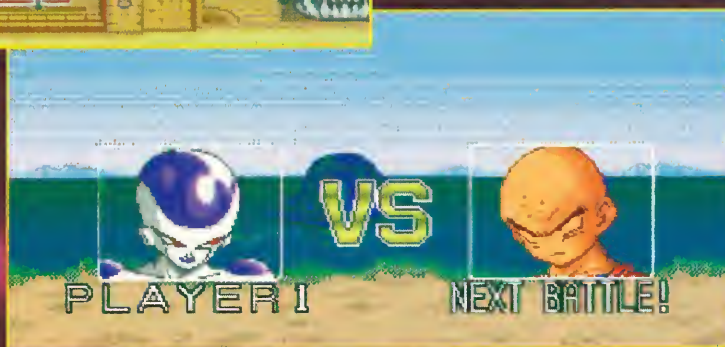
So, after all the work put into the intricate gameplay and neat character representation, it all goes to the dumping ground labelled 'just another beat-'em-up'. As we writers so often quote, "fun while it lasts".

Jason "Tongue-tied" Johnson **SP**

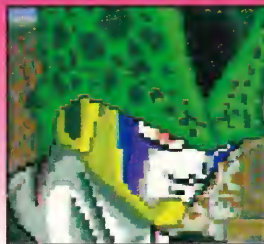
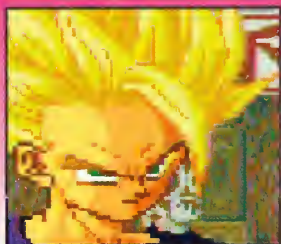


He's calm, he's cool, he's collected and he's starring in a video game near you very soon. Watch this space.

As in all good beat-'em-ups a screen very similar to this flashes up to show who's fighting who.



Take a step back and the screen, for some reason or another, splits in two. Clever, innovative or plain useless? You decide.



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## PROview

**MARK** ■■■■  
The split-screen effect is pointless and there aren't enough special moves.

**NICK** ■■■■  
Nice moves, but it can't compete with the big-name beat-'em-ups.

**PHIL** ■■■■  
Gimmicky and very frustrating to play. What a load of old balls.

## PROscore

### GRAPHICS 66%

- ▲ Surprises galore. Split-screen action and some thwacking special moves.
- ▼ Sluggish movements of the fighters and bland, static backgrounds.

### SOUND 43%

- ▲ A variety of background tunes and extra boosts for special moves.
- ▼ The sound FX are unrealistic and far from awe-inspiring, to say the least.

### GAMEPLAY 53%

- ▲ Could survive the in-use cart pile a tad longer in two-player mode.
- ▼ Very poor responsiveness immediately puts you off one-player mode.

### CHALLENGE 65%

- ▲ Before you've learned all the moves even two or three wins in a row is tough.
- ▼ Find an opponent's weak spot and pull off a high-power move. Piece of cake.

# 62%

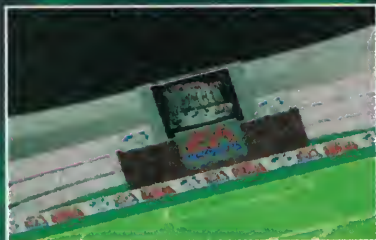
A perfect choice if you're thirsting for some Japanese beat-'em-up action. But unfortunately, compared to *SSF2* and *Mortal Kombat*, it's rubbish.





MEGA-CD

International soccer on console had never been so good when EA released their award-winning *FIFA International Soccer*. It was in a different class to other footy titles, capturing the atmosphere of the people's game perfectly. Now the guys from the EA Sports department have launched a Championship Edition of the world's greatest console title. It's on CD, it has Dolby Surround Sound, and the gameplay is more intelligent. Attributes that'll rival the deluxe *Sensible Soccer*? Welcome to the CD footy challenge...



The opening rotating and scaling stuff is damn good to say the least. It gets rid of the hay fever. (??? - Ed.)



No shortage of top quality FMV in this new FIFA release. It gets the blood flowing nicely before the game (and I don't mean in the stands either).



Sending the keeper the wrong way has always been a lot of fun. Especially if it's been at an important moment.



Wow! One for the cameras. The 'action replay' function can really rub the salt into your opponent's wounds!



It was always on the cards according to EA's David Wilson. *FIFA CD* had to happen, it was what Mega-CD owners had been crying out for. Admittedly *Sensible Soccer CD* was already on its way, but many footy fans couldn't get used to the overhead pitch view and tiny sprites.

So news of this *FIFA* conversion would surely have them cheering from the stands. Like *Sensi CD*, *FIFA CD* boasts a range of presentation and sound enhancements, but it leaves the actual 90 minutes on the pitch as a final test to decide which of these two titles deserves the reputation of being number one.

As the CD boots up, you have to admire the superb introduction. A rotating stadium, an FMV scoreboard, EA's logo rotating and then exploding - this is more like the opening credits of a TV World Cup programme! The highlights of Italia '90 have been thrown in too - and

England have the corner against a strong German side. Keep the ball away from the keeper's capable hands.



A real crunching tackle or simply a dive? In America this would most certainly have been a red card offence!

# FIFA

## INTERNATIONAL SOCCER

it does its job well to put you in the footy mood as memories of that tournament come flooding back (that goal by Platt against the Belgians is in there!).

The options have been left as they were in the MD version - everything you'd ever need in a game of footy. Off-sides, back-pass rules, free-kicks, red and yellow cards, players' attributes, terrace singing, international razzmatazz - World Cup stuff really! There's also a new league option and the essential CD save facility so you and eight mates can get a sea-

son up and running to repeat this summer's terrific World Cup in your own home.

Even better, the gameplay has been improved. The CPU brain has a higher IQ, there are more goalie fumbles now so forwards can poach a goal under their noses, and all the headers, volleys, etc are easier to score from. Playing the passing game so popular in *Sensible Soccer* is also much more feasible here - a vital upgrade. The ball's movement is not so automatic when you hoof it upfield either - shots on goal can fly well wide

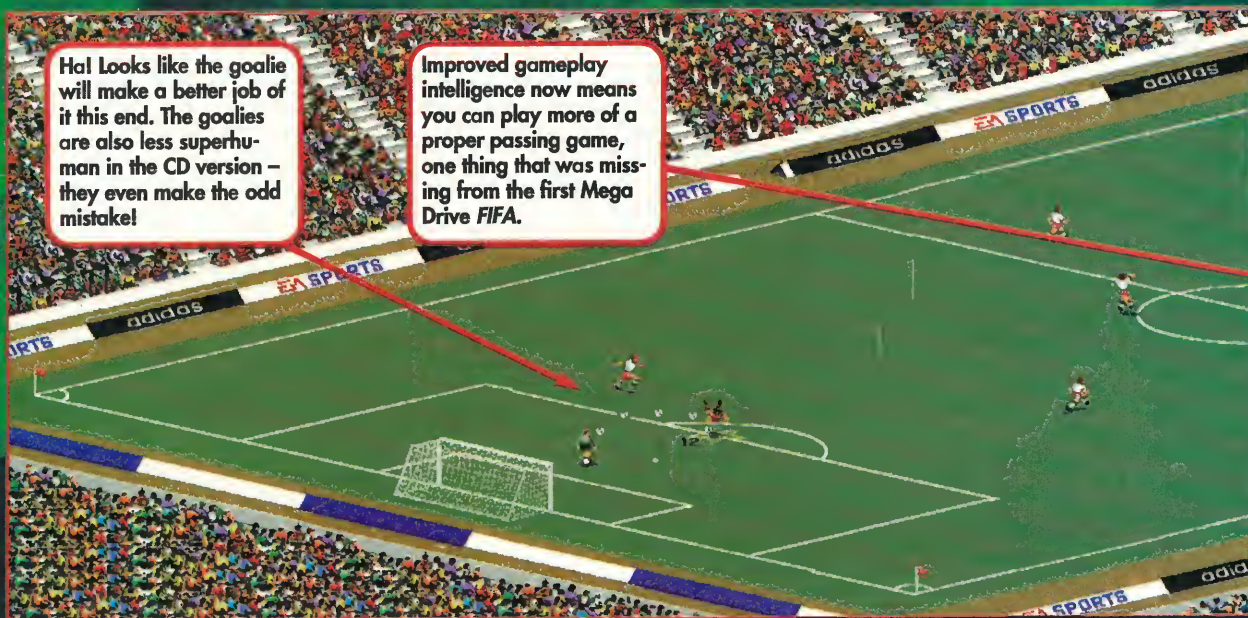
of the target if your joypad skills are not up to scratch! The aftertouch

### PRO TIP

MAKE SURE YOU PRESS BUTTONS B AND C TOGETHER TO USE THE ONE-TOUCH PASS OPTION. IT TAKES A LITTLE TIME TO GET TO GRIPS WITH BUT CAN BE VERY EFFECTIVE FOR BUILDING UP YOUR PLAY AND OPENING THE GOAL.

Hal Looks like the goalie will make a better job of it this end. The goalies are also less superhuman in the CD version - they even make the odd mistake!

Improved gameplay intelligence now means you can play more of a proper passing game, one thing that was missing from the first Mega Drive FIFA.







The keeper jumps high to catch the loose ball as players rush into the box. Fumbles are more frequent now.



A great header! The new tweaks mean scoring with the head isn't so tricky. Same goes for volleys too.



My word, you'd think this was the Silverdome. Here's an FMV screen to catch up on other results.

Cup standard.

To get the ultimate footy package with the ultimate multiplayer mode, sound system and graphics engine, get this. It's the best footy title I've ever had the pleasure to play. It's all here, in the game.

Mark "Predator" Hill **SP**

The more you play *FIFA CD*, the more you get out of it. *Sensible Soccer* uses European clubs and countries, and in my book is of a European Championship class. *FIFA CD* includes nations across the globe. It represents the people's game so well it's more World

has been made much more sensitive so you can now do really bendy banana shots.

With all the strategic options included, there are 16 new teams to play as (making a total of 64). EA All-stars are split into six continent sides (African All-Stars etc), each with skill and flair to really test the single players who find the tournament easy to win. When you hear the Brazilian crowd beating drums and see their national flags on the fences, you can see how much individual character each side has been given.

Check out the smart 'highlights' option showing one of the big American screens with FMV sequences from other matches too – a classic touch really. Admire! There are also new extended play options (such as five-a-side), but EA have kept these quiet – you'll have to find them out!



And the crowd are on the pitch, they think it's all over...



No, I'm not going to say it. Great goal though.



Now, this is the way to score a goal. A neat bit of passing on the edge of the area send the defence the wrong way. My striker makes a late run and...

...WHAMMO! A top-class goal is scored. Each team also has a player armed with the new Predator boot – this allows outrageous ball-bending trickery.



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SKILL LEVELS: .....3  
FEATURES: .....save  
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(0753) 719725

## PROview

**JASON** **★★★★**  
HAPPY, HAPPY, JOY, JOY! Tastier than a tin of Ambrosia creamed rice.

**NICK** **★★★★**  
This upgrade is no sad footy game cliché. Well worth the money.

**PHIL** **★★★★**  
I still like *Sensible Soccer* best, but *FIFA* is now much more playable than before.

## PROscore

### GRAPHICS 90%

- ▲ The intro screens put you in the mood – it captures football culture perfectly.
- ▲ The upgraded sprite animations make all the difference.

### SOUND 96%

- ▲ Surround sound gives an atmosphere that really says what footy is all about.
- ▲ Plenty of chanting and singing from the terraces.

### GAMEPLAY 94%

- ▲ *FIFA* should be coated in gold. There is no other footy spectacle quite like this.
- ▲ The upgraded gameplay makes this as much fun to watch as it is to play.

### CHALLENGE 93%

- ▲ Sixteen new teams, hidden options, 4-way play – loads of challenges!
- ▲ The CD footy challenge... result: *Sensi CD 2*, *FIFA CD 3*

# 95%

The most complete football package you'll find anywhere. Never has a console football title represented the game so well.

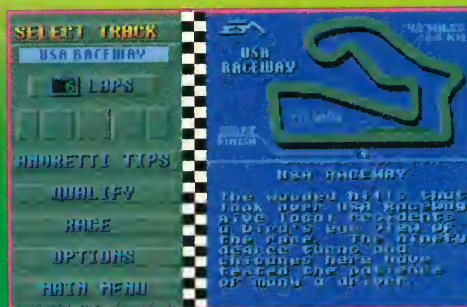




MEGA DRIVE

## TRICKY TRACKS

Each car has a selection of tracks to race on, so here's five of 'em. The varying levels of difficulty should keep you going for longer than Mario himself, but then again, maybe not.



Mario

# ANDRETTI RACING

Foreseeing the future is a joke as cars spin from everywhere, but the action replay is fun.



This is the screen where you get the chance to choose which of the three cars you want to race with.

Yeah right, you may be thinking, VR was the dog's B's and looked spectacular. Granted, VR did 'look' great, but I'll bet you played it for a week and have rarely opened the box since. Mario's game doesn't look anywhere near so spectacular although it does boast a live-action FMV pit sequence, multiple-choice racing perspectives and some teeth-grinding action with more than two cars on-screen at the same time.

Realism is all-important and is something that EA Sports have previously surpassed the majority of companies involved with sports simulations. This time they've produced a commendable, but not outstanding product. The final game's not quite up to the standard, or speed, of Domark's *F1* and British racing buffs may find the American influence a little uninviting, not to mention bland – no Sega or Coca Cola advertising here, pal.

On the whole *Mario Andretti Racing* is a solid racing simulation that appears to do what it sets out to do – put you in the driving seat of an American racing car – and no more. The selection of tracks and options coupled with three cars, FMV, great sound FX and a 'real feel' makes it fun in either one- or two-player mode.

Some may consider gaining high positions too easy to start off, unlike many Mega Drive racing games, but it's a fun drive that packs exciting and realistic gameplay with long-term playability for a well-priced £44.99. A surprisingly low-profile release that deserves to do well, unlike one I could mention.

Jason "Indy" Johnson **SP**

Victories in the Indianapolis 500, Daytona 500 and Sebring 12-Hour Sports Car Classic highlight Mario Andretti's outlandish driving skills. Having began his motor racing career at the tender age of 13 years old, he progressed from small-league stock cars and midgets to the big time, winning three Indy Car titles and a Formula One championship. Sadly, Mario is quitting the racing scene at the end of the 1994 season, but having been named Driver of the Quarter Century he'll certainly leave in style. So, step up a gear and join Mario Andretti in a mock season of American racing chivalry. Stretch man and machine to the limits in three styles of motorised combat and career around a selection of dusty ovals and twisting asphalt surfaces driving Sprint, Stock and Indy machines.



### PROtip

ON THE FIRST FEW TRIES USE THE MARIO ANDRETTI TUTOR FOR EACH TRACK. IT WILL CERTAINLY HELP YOU LEARN THE BASICS AND MAKES THE WHOLE GAME FAR MORE ACCESSIBLE. HE IS A STAR, AFTER ALL.

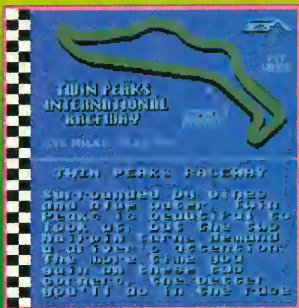
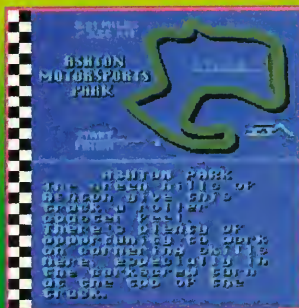
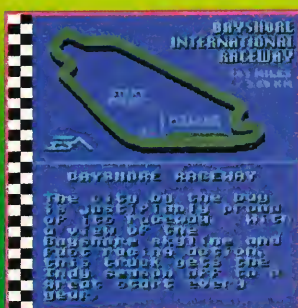
Officially endorsed by motor-racing phenomenon Mario Andretti, Electronic Arts have employed the skills of High Score (*FIFA Soccer*) and Stormfront Studios for this promising 16Mbit racing simulation. Breakneck speeds are commonplace on the American circuit, and with Sprint, Indy and Stock cars up for grabs can this go one better than *F1* and *Virtua Racing*?

After zooming around various circuits and completely losing control of my bright red Sprint car on every bend I fumingly reset the machine and started again. "Where's Mario Andretti?" I asked myself. Aha, maybe that's the secret formula I was lacking. And indeed it was. Mario pops up in a personal tutor option, and not being one for prac-

tice laps and the like I'd fatally opted for the qualifying time trial. Big mistake. Two or three laps later with Mario shouting instructions, I was in control and ready to clock some fast times.

Once accustomed to each of the three cars – discovering how they handle, how much the car improvements help, and the secret to skidding around corners without colliding into the barrier – I became completely wrapped up in what I was doing. Playability and realism is on a par with the best MD racers. The Sprint cars are, to a lesser extent, comparable with the *Daytona USA* coin-op where oversteering gives you an edge on the competition. For a standard 16Mbit cartridge it makes VR look like a set of worn-out remoulds!





A surprising pit sequence, this, with a dash of FMV thrown in for good measure.



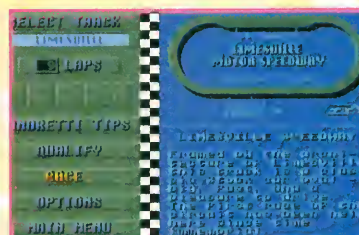
These colourful Indy cars are the most powerful racers on the circuit.

## CUSTOM CARS

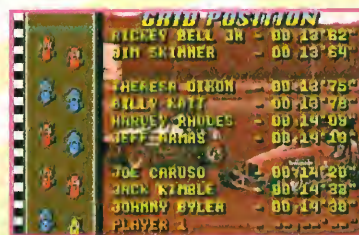
**W**in enough dosh and you can build up your car and make it the meanest Indy racer ever. Choose from a selection of tyres, engines and brakes etc. and enter a race with one up on the opposition.



A dashing screen depicting all three cars grouped in their unmarked, unscratched glory.



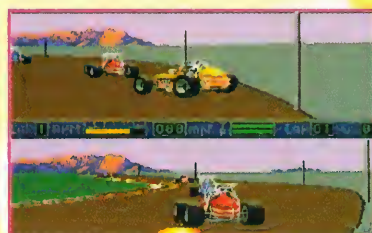
A static screen giving you the lowdown on the track. Tricky one this, eh?



Compete in the time trial qualifier and you can reach a higher grade or even pole position.



Split-screen action in two-player mode is yet another fun option.



Mario Andretti helps out with advice as you coast around a deserted track.



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CART SIZE: ..... 16Mbit  
PLAYERS: ..... 2  
STAGES: ..... 15  
SKILL LEVELS: ..... 2  
FEATURES: ..... password  
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## PROVIEW

**MARK** ■■■■

Far better F1 racers this side of the pond.

**PHIL** ■■■■

All right but hardly adrenaline-pumping – maybe Mario's a bit past it?

**NICK** ■■■■

OK but not really deserving of the EA Sports brand name.

## PROSCORE

**GRAPHICS 75%**

- ▲ Skidding and crashing around the track is realistic and thrilling to watch.
- ▲ It's not the most impressive game to look at – this may put many people off.

**SOUND 76%**

- ▲ I found the revving of the engines far more tolerable than most games.
- ▼ Remarks such as "is that a chain-saw?" didn't help the sound rating.

**GAMEPLAY 82%**

- ▲ Very realistic at times and possibly an improvement on the rated F1.
- ▼ As with VR there are times when everything feels too predictable.

**CHALLENGE 71%**

- ▲ Winning the championship is a tough task for even the most valiant racer.
- ▼ Too easy to start off with may force your attention to wane too quickly.

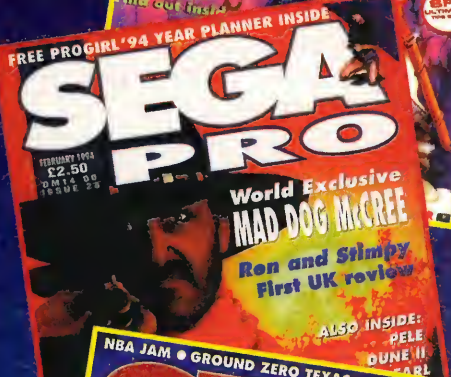
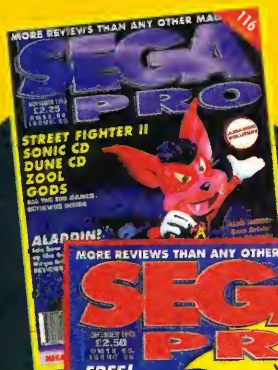
**74%**

Contains some neat features and options, but pales in comparison to Domark's F1.



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NB: The Complete A-Z of Sega Games features reviews of games released between the launch of each Sega console and Christmas '89.





Welcome to this month's tips section. To give you the honest truth, we're going through a bit of a summer drought on the software scene at present. There are few MS titles due for release, and tips in general have been hard to come by. I can bung in a load of old tips to fill some space, but what's the point? We aim to bring you the latest tips on the newest titles, and so we need your help too!

**TIPS**



# PROTIPS

## MARK'S THE MAN

Send all you tips down to me in Bournemouth at the usual address:

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## TIPS UNLIMITED!

Think about it, you can send in any kind of tip, be it a guide, a set of maps, a programmer's cheat, a set of passwords or even some games-playing advice. There are plenty of prizes up for grabs from our sponsors each month, so show us your creative skills. Innovation is the key to success!

**CHEERS  
CODEMASTERS!**



We are giving away Codemasters prizes to those who sent in tips this month. If you see your tip in these pages, telephone (0202) 299900 to make an instant claim.

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Jason is back at the Tips Help helm this month and is ready and waiting to help YOU!.....78





MEGA DRIVE

## TOEJAM AND EARL 2

### END CREDITS



Play this through to level seven, make a note of the password, then reset your machine. Now change to 'Kids' mode, and put the password back in. Earthlings now take one or two hits to die rather than eight or nine! Anyway, you could try entering "TJ-AND-EARL!" as the password because this will take you to the end credits.

Chris Hollis, Cheshire



## STREETS OF RAGE 3

### STAGE SELECT



Hold down button B on the Selection Menu, then press and hold up. With both of these held, and the word "Option" highlighted, press start. A tone will confirm the cheat has worked. You can now choose 'Stage Select' from the options menu and select a starting round.



## MEGA TURRICAN

### SECRET HIDDEN LEVEL



There is a very special method you can use to find a hidden level in Mega Turrican. Go through the first stage and collect every single diamond. Leave even one diamond behind and this cheat won't work!

Throughout the game ensure that the last two digits in your score are double zeros (00). When you get to the elevator that travels down, don't shoot any enemies or your score will change. Just avoid them!

On reaching the bottom, run to the right to find the hidden level. You will be able to collect diamonds, power-ups, 1-ups etc. Expect a bonus score at the end of the level too.



## DRACULA

### STAGE SELECT



At the beginning when the battlefield is scrolling, enter this code with pad 1: down, right, A, C, up, left, A. You'll hear a laugh. Start the game and push start to pause. Then look at your score and press up on the pad to get the level you require. Press start again to begin.



## ROAD RASH II

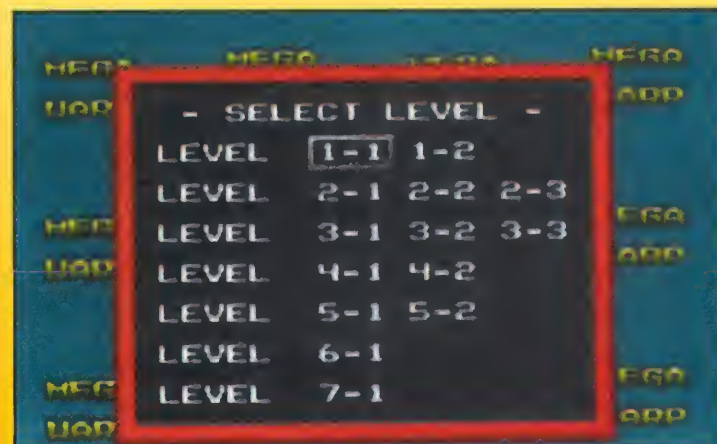
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## BATTLETOADS/DOUBLE DRAGON



To select any stage and access a total of ten lives, just do this trick. Choose one or two players from the title screen. When you're on the character select screen, take pad 1 and press down, up, up, down, C, A, B. You'll hear a sound that confirms the trick has worked. The Mega Warp screen will appear.





# SUPER MONACO GP

## HOLD UP YOUR HEAD!

Finish in the top three of Race 16 (Monaco) and hold down A, B and C as you cross the finish line. You'll hold up your head instead of a trophy.

## BEST TEAM

### PASSWORDS

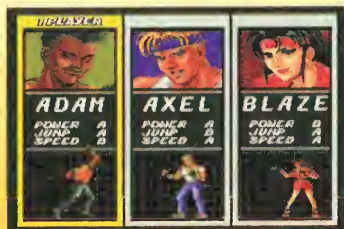
Enter these passwords to be the best driving team (Maddona), have previous World Championship wins and loads of driver's points.

0Q76 2ILM F200 0000

0010 H10F B324 5D76

CA89 EGC1 0000 0002

0000 0000 F200 2CAC



# STREETS OF RAGE

## INFINITE CONTINUES

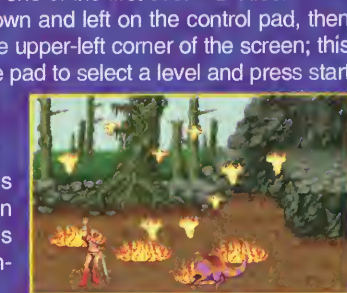
When the Game Over message appears, press left, left, B, B, B, C, C, C and start to receive infinite continues.



# GOLDEN AXE

## LEVEL SELECT

And now for a really grey-bearded tip, classic in the fact that Golden Axe was one of the first ever MD titles.



## NINE CONTINUES

At the character-select screen, press down and left on the control pad, then press A and C. Release all of the buttons and press start. You'll have nine continues in the next game.

# DRAGON'S REVENGE

## PASSWORDS

10 Balls

LTGLAKD

15 Balls

XMH5AQQ

20 Balls

D7Q4ADM

25 Balls

D8Z4AIY

30 Balls

D994ANB

LEVEL 2 (5 Balls)

LBRCRE2

LEVEL 3 (6 Balls)

X32KWNE

LEVEL 4 (7 Balls)

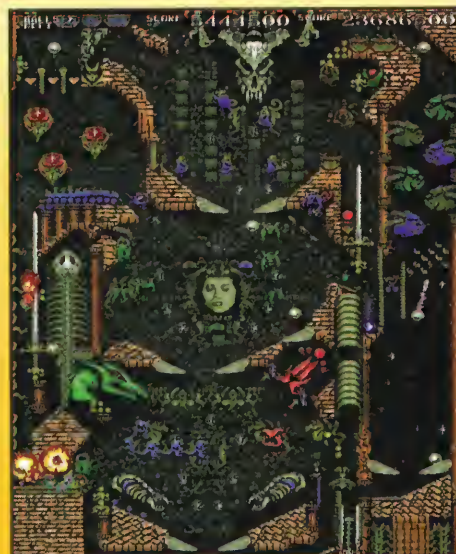
DKASW8Z

LEVEL 5 (8 Balls)

EKI3 YVI

LEVEL 6 (9 Balls)

FKSB8W2



# SKITCHIN'!

## WARPS

■ On the Denver course, at 3.6 miles, jump into the billboard advertising a 'Burger + Drink' on the right-hand side. You will be warped to San Diego. After qualifying in San Diego, you now skitch in Seattle.

■ In Seattle, at 3.5 miles, jump into the billboard with a lady's face and you will be warped to Los Angeles.

■ In Los Angeles, at 1.8 miles, jump into the billboard 'Buy Things' on the right-hand side. You will be warped to Toronto.

■ In Toronto, qualify in this race to go to Detroit.

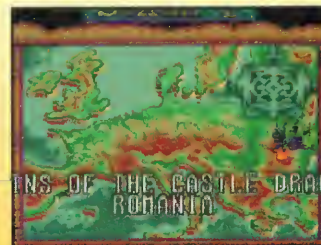
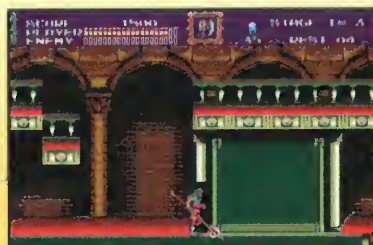
■ In Detroit, qualify again for the race to go straight to Chicago.

■ In Chicago, at 6.8 miles, jump into the Billboard 'Don't Drink and Skitch' on the left-hand side. You will be warped to Miami.

■ In Miami, qualify to go to the last race in New York.

■ In New York, finish in the top five to become World Champion Solo Skitcher.

Julian White, Essex



# CASTLEVANIA

## EXPERT MODE

On the second title screen press up, up, down, down, left, right, left, right, B then A. You should hear a ringing sound. Now go to the options screen and change the difficulty to expert mode.

## FINAL BOSS

To fight Dracula from the start, enter this password:

AXE	NONE	NONE	AXE
AXE	NONE	EMBLEM	NONE
JEWEL	AXE	JEWEL	NONE
NONE	NONE	JEWEL	AXE



SEGA

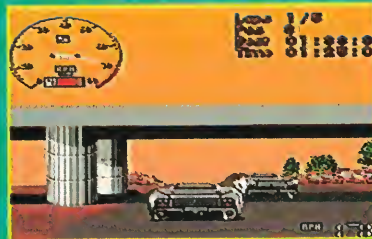


MEGA CD

## JAGUAR XJ220

### LEVEL SKIP

◆ On the options screen, delete the current name and input Mar. Then choose World Tour and select a race. When the race starts, pause the game, then press A, B, and C together to win.  
Lorenzo Olivieri, Slough



## PRIZE FIGHTER

### HIDDEN VIDEO SCENES

◆ On the options menu press and hold A, B, C and right. You must press the buttons in that specific order and continue holding each button down until the hidden sequence begins.

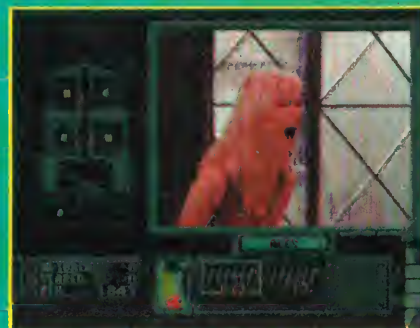
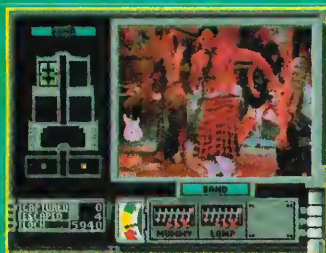


## DOUBLE SWITCH

### HIDDEN VIDEO CLIP

◆ Play through the game until you reach Act III. Sit back and lose the game, and when the 'Game Over' video clip starts to play, quickly press left, A, up, right, A on controller 1.

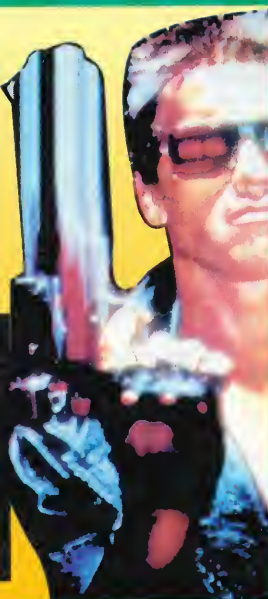
Ahmad Aret, Amman, Jordan



## THE TERMINATOR

### SECRET MENU

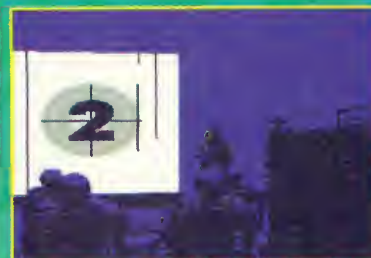
◆ Hold the D-Pad to the right on the title screen, then press B, C, B, B. Release the D-Pad, and press start to find the secret menu.



## THUNDERHAWK

### INFINITE ARMOUR AND WEAPONS

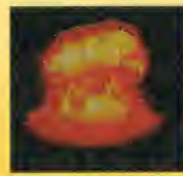
◆ Pause the game and push up, right, left and down. Infinite armour and weapons should now be yours.



## GROUND ZERO TEXAS

### SHOOTING ADVICE

◆ If you move the cursor constantly from left to right on the shooting screens, the cursor should automatically be dragged towards an enemy when it pops up. All you need do is press the fire button for an easy target.



## CLIFFHANGER

### LEVEL SKIP

◆ Using control pad 2, press start, C, B, A, right, left, right, left on the title screen. You can now skip levels by pressing C on pad 1.





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## SUPER KICK OFF

### SCORING TECHNIQUE

❖ To score a goal straight from kick off, just run down to the edge of the centre circle and press button 2 to chip the ball. Keep running towards goal in line with the ball, and press button 1 to head it. Then head it again to see the ball go over the keeper and into the net. For this to work, ensure the wind option is set to OFF.  
Daniel Edwards, Preston

## THE OTTIFANTS

### PASSWORDS

**Basement**

**Construction Site**

**Office**

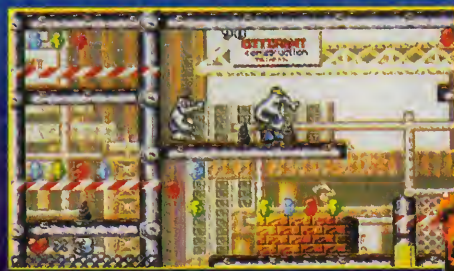
**Jungle**

**JYSF**

**AOHT**

**PIHE**

**NRCF**



## ALIEN 3

❖ Enter your name as CHEAT on the high-score screen to get tons more ammo on the next game.  
Mark Palmer, Leicester



## DESERT STRIKE

### PASSWORDS

❖ The letters we've received for the passwords to this tough 8-bit war affair have been flooding in. Here are the level passwords:

**Campaign 2**

**QQZRELEN**

**Campaign 3**

**QPUAAAQ**

**Campaign 4**

**QPNEMEN**

Tom Lambert, York



## ROBOCOP VS TERMINATOR

### WEAPONS SELECT



Pause the game and press up, 1, up, 2, up, 2, up, 1, down, 2, down, 1, down, 1, down, 2. Unpause to select a weapon.

### SKIP LEVEL

Pause the game and press down, 2, down, 1, up, 2, down, 2, down, 2, up, 1, down, 2, up, 1. Unpause to skip a level.

### START WITH NINE LIVES

Pause the game and press up, 1, down, 1, down, 1, up, 2, down, 2, down, up, 2, up, 2, up, 1, up, 1. Unpause to receive these lives.



## SONIC CHAOS

00D50C95  
Jumps higher.  
00D298XX  
Replace XX for level select.  
00D2981A  
Special zone 2.  
00D2970A  
Special zone 3.  
00D2970B  
Special zone 4.  
00D2970C

Special zone 5  
00D29701  
Gigalopolis zone.  
00D29702  
Sleeping egg zone.  
00D29703  
Mecha green hill.  
00D29704  
Aqua planet.  
00D29705  
Electric egg zone







# SUB TERRANIA

TIPS  
GUIDE  
PART  
II

The final four levels of the underworld proved to be a little more tricky. From level seven onwards, there's no map scan to refer too, so Mark Hill completes this most excellent at-a-glance guide with maps of his own! Pinpoint the rest of the power-ups and objects with ease - helping you to finish Subterrania...

The first gate is much like the others in this level. Just blast until you are past.

## LEVEL 6

From base go downwards just before the first gate to find a Weapons Enhancement pod (select Green). Use the track to save on fuel! Now go back up and bust the gate with a salvo of fire-power.

Once through, a wave of flying mutants will attempt to make life tricky. Kill these off by getting into a good firing position whilst ensuring the gravity won't drag you into their war path. When these birds hit the floor, find an extra life just below and to the left. Under the extra life there's also a fuel supply and a group of miners that need picking up (refer to map).

Now go back to the top of the play area and bust open a second gate with the guns attached. Find the large robot guardian at the bottom of the play area. He's one mean machine with a lethal fireball that'll turn you into proton dust if you don't get out the way! Once the robot breaks down through your relentless green firepower, pick up the miners and



## LEVEL 7

Now you have no map scan. Fear not though, we've fixed the scanner! Use our maps to pinpoint power-ups and objects.

From base nip down a small channel forking right to find missiles. With these at hand, enter the water. This

is tricky at first as the water pressure constantly pushes you up towards the surface, making going down more difficult - almost as if gravity was reversed!

Take the left fork just past the waterline and go through to the other opening. Out of the water and up at the top of the play area you'll find the anti-pressure device. Now water travel becomes a lot easier with five settings to play about with.

Before you reach water again, however, don't forget to shoot the fireballs. They'll drop down and destroy the stone barrier so you can pass.

Get the fuel supply at the barrier, then remember your tube bombs! These are found right at the bottom of the play area. The bombs will blow

the green tube open (go back the way you came) and give you access through the nearby barrier to the exit. There are no miners or SUBs on this level, so finish by going off the screen to the left.



Destroy the guns mounted on this gate first, then bust it open!



Drop your two tube bombs on this green tube. The left passage will open.



then destroy the small gate to the left. Through here you'll find a fuel supply and, just above, a shield replenish.

To get the SUB, go back through the busted gate and find another similar gate past the robot to the right.

Collect this and go back to base to complete the level.



## LEVEL 8

❖ This level involves more tricks with lasers. From base go directly right to find a small channel leading to the Weapons Enhancement pod. Select 'Blue' as your weapon, then work your way around to the vital Mirror Laser needed for the end of the level.

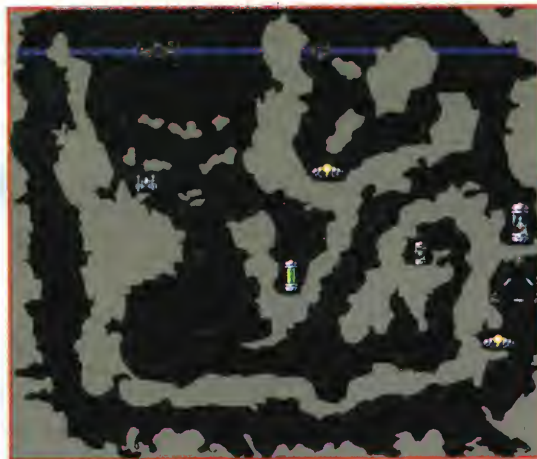
After collecting the Mirror Laser, take the next route upwards to find the force-field unit. Fire at the blue button to deactivate the system so you can go across the top of the play area.



This is the force-field you'll need to deactivate before completing the level.



Now you are on your way to the laser deflector system. Travel down the left side of the play area, along the bottom, then up at the right side to find the triangle of deflectors. Select and feed your Mirror Laser into the bottom-right prong of the triangle. Repeat until this is used up. The laser will overload as it goes through a series of cycles around the triangle. This blows a hole in the rock to create an exit.



Remember to feed the Mirror Laser into the bottom-right prong of the triangle.



The big ugly guardian at the end of this final level takes some beating. Avoid as much of his fire-power as possible.

## LEVEL 9

❖ The final level is by far the most frustrating. Firstly because of the water currents, and secondly, the network of narrow caverns that require steady control to pass through.

The first thing you should do from base is collect a pressure crystal to help save on fuel. Find this directly below your starting point on the left side of the play area. You should also find an extra life in the channel next door.

Now go back up past base and pinpoint the first key on the map. Collect this to open the first electric barrier, but first grab the Weapons Enhancement and fuel pods en route.

When you reach the row of falling spikes, life can get very tricky! Various animals attack at great speed and the currents pull you into the cave walls. Ensure you use the anti-pressure device to keep moving swiftly – it's so easy to lose energy through constant collisions with the cave walls and creatures!

Find the second key to open another electric barrier next, then work your way around the last windy section of caves until you reach open space. Now you face your final battle!

The guardian is huge – you'll have some fun defeating this guy! The best tactic is to hover along the top of the screen and face downwards. Use the thrust to prevent drifting too close and then fire at will. Move left or right to avoid his jump attacks.

When you've brought his energy level down, he'll launch small slug-like creatures at you. Continue to play an *Asteroids*-type game of dodge and fire until the second



This is the big mother you'll have to contend with. Is it a dragon snail?



He's spitting out slugs now. Time to play a game of asteroids...

energy bar is brought to an end and the guardian is finally laid to rest. Sit back and watch the 'congratulations' message scroll down the screen: you've conquered the underworld!



Under the water, pressure is a problem. Avoid these spikes at all costs.

## KEY TO ICONS

Anti-pressure icon



Extra life icon



Fuel icon



Key icon



Mirror laser icon



Missiles icon



Pressure capsule



Replenisher icon



Starting point icon



Sub icon



Troops icon



Tube bombs icon



Weapons enhancement







# PETE SAMPRAS TENNIS

## HIDDEN OPTIONS



Hidden within Pete Sampras Tennis are two bonus games. They are Crazy Tennis (starring Dizzy!) and a Huge World Tour. To access these, do the following:

First select the World Tour, then choose a player. Enter your name, select 'yes' to enter a password, then put in ZEPPELIN as the password. Go back to the main screen and see the two extra options displayed.

## CRAZY TENNIS

Play against the computer or with a friend and collect icons to give you the ability to perform many amazing tricks. Both players must reach the target score in the time allowed for them to continue to the next round. The competitor with the highest score when time runs out wins. The time allowed to reach the target score will decrease as you progress.



During a game of Crazy Tennis you can smash Dizzy to bits as he walks across the net. Splendid! All we need to see now is Mario doing the same.



The controls for this are the same as the normal game except for serving. The ball is served automatically from a machine that appears in the centre of the court on the appropriate side. The icons are collected simply by running over them. Effects from icons last only a few seconds – these include big ball, speed up, ball control (incredible aftertouch), and slow down.

Argue with the umpire any time you wish. When you're about to serve, simply press DOWN-RIGHT on the joystick and START. It may not change the score, but it makes you feel more satisfied!



## HUGE TOUR

This second secret option allows you to compete in a full season's tour of the world. Up to eight players can take part at any one time – each with their own passwords!

To play, select the number of players competing and enter their passwords if they have them. Each person continues the season at the point where they left off. If no passwords are entered then a new season is begun. Firstly, choose which player you would like to be. You begin ranked 35, your aim is of course to become number one.

## WORLD TOUR PASSWORDS

- 1 **START (Stuttgart).**
- 2 **CAR (Tokyo).**
- 3 **VEGAN (Washington).**
- 4 **STAR (Dusseldorf).**
- 5 **LCD (Paris).**
- 6 **WALL (Montreal)**
- 7 **SINKORSWIM (Barcelona).**
- 8 **SHELF (San Francisco)**
- 9 **WINDOW (Bombay).**
- 10 **POOL (London).**
- 11 **LUCKY (Zurich)**
- 12 **HOUSE (Memphis)**
- 13 **CUE (Milan)**
- 14 **DURHAM (Barcelona)**

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## MEGA-LO-MANIA

### LEVEL CODES

LEVEL 2 GXADZXFIWME  
LEVEL 3 ECBDRZLIWMA  
LEVEL 4 CHBDVZLXXSM  
LEVEL 5 SYZCHWLDRTQ  
LEVEL 6 QESCFEXHUI  
LEVEL 7 DWCCHIVECHC  
LEVEL 8 JSVADMMBQHY  
LEVEL 9 IHWAHKDUHNG  
LEVEL 10KLFDZFMWMW

## FLASHBACK

### PASSWORDS

Stage 1 FALCON  
Stage 2 DATA  
Stage 3 MILORD  
Stage 4 QUICKY  
Stage 5 BIJOU  
Stage 6 BUBBLE  
Stage 7 CLIP  
Ending Sequence CYGNUS

## SONIC THE HEDGEHOG 2

### LEVEL SELECT

Sonic 2 is considered by many to be the most playable of the Sonic series. Here's that famous level select:

Go to the options menu from the title screen by pressing down on the control pad. Enter the sound test and select sound 19, then press C to hear it. Next, select sound 65 and press C, then sound 9 and press C, and finally sound 17 and press C. You should hear a special sound as the music starts. Hit START to return to the title screen, then hold A and press START for the level-select.

## TINY TOON ADVENTURES

### JUMP START

Enter this password:  
TDQW QQWQ QKWQ QQQW WGRY.

You will jump straight to level seven.

## WORLD OF ILLUSION

### PASSWORDS

#### MICKEY MOUSE

Level 2.....Goofy/Clubs,  
Daisy/Hearts, Goofy/Hearts,  
Scrooge/Diamonds.  
Level 3.....Goofy/Hearts,  
Pluto/Spades, Scrooge/Diamonds,  
Minnie/Spades.  
Level 4.....Daisy/Hearts,  
Scrooge/Diamonds,

**If you rent or buy older titles, a few classic tips could be useful. We bring you a selection of the best...**

**TIPS**



**CLASSIC**

# Classic TIPS

Pluto/Spades, Goofy/Clubs.  
Level 5.....Scrooge/Diamonds,  
Goofy/Clubs, Goofy/Hearts,  
Pluto/Spades.

### DONALD DUCK

Level 2.....Pluto/Spades,  
Scrooge/Diamonds,  
Goofy/Clubs, Minnie/Spades.  
Level 3.....Goofy/Clubs,  
Goofy/Hearts,  
Daisy/Hearts, Pluto/Spades.  
Level 4.....Daisy/Hearts,  
Scrooge/Diamonds, Goofy/Hearts,  
Pluto/Spades.  
Level 5.....Pluto/Spades,  
Goofy/Hearts, Goofy/Clubs,  
Scrooge/Diamonds.

### TWO-PLAYER

Level 2.....Pluto/Spades,  
Goofy/Hearts,  
Minnie/Spades, Goofy/Clubs.  
Level 3.....Scrooge/Diamonds,  
Minnie/Spades,  
Goofy/Hearts, Daisy/Hearts.  
Level 4.....Minnie/Spades,  
Daisy/Hearts,  
Goofy/Clubs, Pluto/Spades.  
Level 5.....Goofy/Clubs,  
Scrooge/Diamonds, Pluto/Spades,  
Goofy/Hearts.

## DRAGON'S FURY

### 8 BALLS

Enter DEVILCRASH as your password to start pinballing with eight balls as opposed to the normal three.

## FATAL FURY

### INFINITE CONTINUES

On the 'Continue' screen, hold UP and press A, B and C simultaneously. Now let go and press them all down once more. Your credits will go up every time you repeat this.

## FORGOTTEN WORLDS

### INFINITE CONTINUES

Play in two-player mode, and

when one player dies, hit START several times in rapid succession.

## JAMES POND

### OPEN ALL EXITS

On the title screen press C, LEFT and START. During the game press A, B and C simultaneously while rotating the joypad. This will open all exits, making the game much easier.

## GLOBAL GLADIATORS

### EXTRA LIVES

Pause the game and press A, A, A, B, B, C, C, C, C, B, and A. Unpause, and if a voice calls out "You Cheater", repeat until you get all the lives you need.

### LEVEL SKIP

Pause the game and press B, C, C, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

### INFINITE LIVES

When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

## ROAD RASH

### LEVEL CODE

To start rashing on a Diablo with £27,440 on level 5, simply enter this password:

**43143 067K0 01EVD 571R**

## XENON 2

### INDESTRUCTIBILITY

Play a game and get a high score, enter ARM in the high-score table. Now play another game and get a slightly lower score - but still be on the high-score table. Enter OUR underneath the ARM, and when you play the next game, you will be invincible.





Jason returns this moth (moth? Grief, I've forgotten how to type) MONTH after a huge battle with Nick Roberts to reclaim what was always rightfully his. Well, huge is

the wrong word - Nick collapsed at the first opportunity - so a warm welcome to our very own Tips maestro (yep, I can spell after all), Jaaasssooon Johhhnnssson!

# YOU NEED HELP?



## HOW DO YOU FEEL?

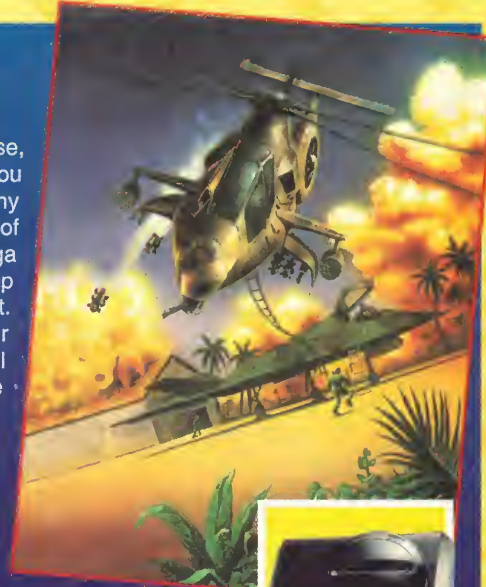
With the sunshine streaming through the windows and the sea slapping against the sandy shores, Mark is in a relaxed mood as he leans out of the 5th floor window with a comforting Benson and Hedges. Phil's distraught, and who can blame him? He's working on two magazines! Nick M's happy as ever and me, I'm just biding time and enjoying life. How do you feel today? Stressed out about your latest game, a little down and needing a good pick-me-up? Read on, because YOU NEED HELP is here for you.

## JUNGLE STRIKE

**Q** Please, please, please could you help me and my mum and dad on level 2 of *Jungle Strike* for the Mega Drive? We keep blowing up things with the hovercraft. Please could you either give us a code for level three or a cheat for infinite lives, or tell us how to pick-up things, as this may help us in completing the game?

Jake Herman

**A** You keep blowing things up with the hovercraft, eh? My advice to you is to slow down a bit and just touch the item icons to collect them. This, Jake, Mum and Dad, should stop them exploding. Now you don't need a cheat for infinite lives or the code for level 3, do you?



MEGA DRIVE



## SONIC 2

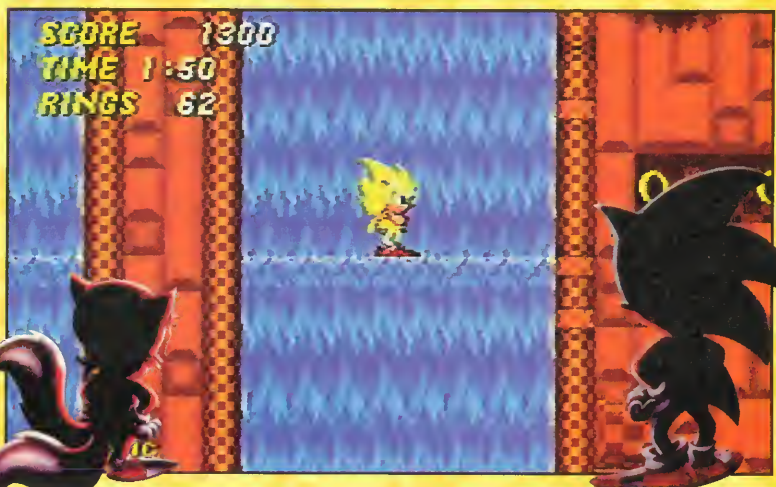
**Q** I am a SEGAPro reader and have a Game Gear. In issue #33 you printed a cheat on the Game Gear version of *Sonic 2*. Yet when I tried the cheat it did not work. This cheat is a level select, so please help because I'm having problems with this game.

Billy Coates, Portsmouth

**A** Issue #33, eh? No, I don't think so. But anyway, just for you Billy, here's a reprint of the *Sonic 2* level select... Wait until the title screen appears, then hold down buttons 1, 2 and start. Rotate the D-pad until you hear a jingly sound and you should be able to enter any level you choose. If that doesn't work, who knows!?



GAME GEAR



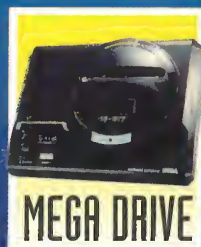
## VIRTUA RACING

**Q** Am I right in thinking there is a cheat or something that lets you play *Virtua Racing* in a so-called mirror mode? I hope there is because I've already finished each of the three courses. Having lashed out 70 notes of my Granny's pension on the import version, I just want a bit more playtime from my odd-shaped cart.

Professor X, Address Supplied

**A** As Mark Hill, SEGAPro's top tipster, exclusively revealed in last month's ProTips, there is, in fact, a cheat to leapfrog straight into a mirror course mode. So, Professor X you dude from Address Supplied, cop this...

When the Sega logo flashes on-screen, simultaneously press A, B and up, followed by a tap of the old start button. Lo and behold, wonders will never cease, if you've done it right the mirror mode will be active. This gives you even more endless hours of ace driving and makes Granny's state-supplied cash income all the more well-spent.



MEGA DRIVE





## JURASSIC PARK

**Q** Please can you help me? I am having trouble on the sewer stage in *Jurassic Park* for the Mega Drive. Please tell me the codes. Thank you.  
Sean Coveney

**A** A little tricky the sewer stage isn't it, Sean? Hope these Normal level codes do the trick:

	GRANT	RAPTOR
Jungle	0VVUP8EB	G21G0025
Power Station	2VVUP8ED	I21G0027
River	4VVUP8EF	N/A
Pumping Station	6VVUP8EH	K21G0029
Canyon	8VVUP8EJ	M21G002B
Volcano	AVVUP8EL	N/A
Visitors'Centre	CVVUP8EN	O21G002D



MEGA DRIVE

## FLASHBACK

**Q** Could you please help me on *Flashback* for the Mega Drive because I am very stuck on level seven. A few passwords wouldn't go a miss. By the way, I have just started reading your magazine (*What took you so long?* — Nick) and it's fab. Keep up the good work.  
Mark Munden, Worcester

**A** Cheers pal, we know it's the best in the world, but without readers' letters like yours we just wouldn't believe it. What a star! For you and everyone else stuck on the brilliant *Flashback*, here are the level codes:



PIXEL  
BETSY  
STUDIO  
TOHO

AKANE  
INCBIN  
CYGNUS

## FANTASTIC DIZZY

**Q** I am stuck in the Cloud Castle on *Fantastic Dizzy* on the Game Gear. I have used the skeleton key in the lift, put the fire out with the bucket of water and laid the Persian rug. Problem is, I can't seem to get high enough to meet Wizard Zak. Please, please help.  
Debbie Stokoe, Cleveland

**A** The answer to your question is collect all the stars. I think there's about 250 in all, and unless you find each and every blinking one of them the magic door won't budge. Good luck.



GAME GEAR

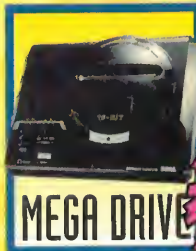
## SONIC 3

**Q** You're probably getting lots of letters from people who can't get the *Sonic 3* level select to work. This is one of them, but I don't need the level select itself, I just want the sound test on it. Is there an alternative sound test cheat? Please pity a poor addict who likes taping game soundtracks onto cassettes. I don't have a Game Genie or Action Replay.

Kate Sellat, Little Planet Mobius.

**A** Hey Kate, you're not the only one who enjoys taping soundtracks from games: our own Phil King, also from Planet Mobius, claims to have the biggest collection this side of the Star Bar. Why not send in one or two samples to *YOU NEED HELP?* and we'll pass them to our starry-eyed Kingster. You may even find a swapsy pal. By the way, Mark says the *Sonic 3* level select does work, it's just a little tricky to access: speed is of the essence.

ANGEL ISLAND	1 2	2P VS	1 2
HYDRO CITY	1 2	2P VS	1 2
MARBLE GARDEN	1 2	2P VS	1 2
CARNIVAL NIGHT	1 2	BONUS	1 2
FLYING BATTERY	1 2	SPECIAL STAGE	1 2
ICECAP	1 2	SOUND TEST	1 2
LAUNCH BASE	1 2		1 2
MUSHROOM VALLEY	1 2		1 2
SANDOPOLIS	1 2		1 2



MEGA DRIVE



WRITE TO...

**YOU NEED HELP?**

ProHelp,  
SEGA PRO,  
Paragon Publishing Ltd,  
124 Old Christchurch Road,  
BOURNEMOUTH,  
Dorset BH1 1NF.





# GAMES WORLD

THE MAGAZINE

## ISSUE

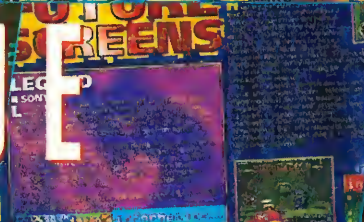
## 2

## IS

## OUT

## NOW!

BEAT THE  
ELITE





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# READER'S ADS

## FOR SALE

Game Gear, TV tuner £40. GG Super Kick Off £18. Joe Montana Football £12. Will swap. Please contact David at 46 Maple Crescent, Clanfield, Waterlooville, Hants PO8 0LP.

MS for sale with gun, 3D glasses, 3 joysticks and 12 games including WWF, Lemmings, New Zealand Story and Speedball 2. Only £100. Call 081 553 3081 after 5pm. Buyer collects.

For sale. Mega Drive with two control pads and 10 games including FIFA Soccer and Street Fighter II. Worth £550, will sell for £350 ono. Phone (0279) 503944.

Amstrad CPC 6128, disk drive with colour monitor and 27 games. Bought for £400, will sell for £150. Call 081 471 7339.

For sale: Mega Drive games: Rainbow Islands £30, Aeroblasters £30, Micro Machines £25, Aladdin £25, Hellfire £17, Dragon's Fury £17, Fantasia £13, Green Dog £13, Super HQ £9. Tel: 0202 490276.

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Game Gear games. Shinobi £12, Prince of Persia £10, Indiana Jones £10, Defenders of Oasis £15, Crazy Golf £10, Magnifier £8, Converter £8. Phone (0925) 225863 after 6pm. Hurry!

For Sale: Mega Drive 1 and Mega-CD 1 with two joypads and Road Avenger for £210. John Windsor, 37 Goldcrest Way, New Addington, Croydon, Surrey CR0 0PL.

For Sale: Game Gear games: Streets of Rage and Alien 3. Will consider swapping if interested. Phone (0706) 376243. Amiga games for sale.

Game Gear, four great games including Sonic 1 and 2. AC adaptor, VS cable and carry case £80 for quick sale. Tel: (0509) 853415 and ask for Ian. Phone any time after 4:00 pm.

For Sale: Mega Drive and two controllers and Batman, all boxed £70. Tel: Phil on 081 505 4808 after 7pm. Sonic 2 £15, Powermonger £20, Gods £19, Gunstar Heroes £18. EA Hockey £15, Aladdin £25.

For Sale: Game Gear with any 5 games including Cool Spot, Land of Illusion, Star Wars and many more. Also TV tuner, battery pack and carry case. £200. (0522) 791898.

For Sale: Mega Drive with Mega Games 1, Sonic and Castle of Illusion all for £100. Ring Chris: (0522) 791898.

Mega Drive games for sale: Wrestle War £10, Pele £10, Arch Rivals £15, Madden '93 £20, Smash TV £15, F22 Interceptor £15, Speedball 2 £15, Road Rash £20, Pit Fighter £15. Phone Martyn on 061 436 4703.

Master System 2 with two joypads and four games: Mortal Kombat, Donald Duck, Indiana Jones, Renegade. Still boxed as new. Tel: 0952 597808. Sell for £80.

For Sale: Master System games: Flintstones £7, Bubble Bobble £7, Global Defense £4, Ninja £4. Also Micro Machines for the Mega Drive £15. Good condition. Phone James on (0983) 865567.

For Sale: Mega Drive in good condition with FIFA and five other games and two joypads. Worth well over £300, sell for £190 ono. Phone Gareth after 4pm on (0639) 888229.

## SWAPS

My Mega Drive, Mega-CD, three joysticks, nine games and 50 magazines, also tips books. Swap for Amiga 1200 with a few games or will sell for £230 ono. Tel: 0243 376954.

**SUPERBLAG!** How's about splitting the difference and selling the whole lot for a more reasonable £175?

Game Gear, 11 games, boxed, instructions. NBA Jam, Cool Spot, Mortal Kombat, Olympics, Sonic and Mickey games. Case, car adapter, headphones. Worth £500, sell for £290. Tel: (0252) 836272.

I will swap my Zombies for your Mortal Kombat or my Muhammed Ali for your WWF2 or Super Monaco Grand Prix 2 or Gladiators. Tel: Damon (0259) 823398.

Swap Sonic Chaos for Cool Spot or Jungle Book for the MS. Phone (0206) 262720 and ask for Adam. Phone on Monday and Thursday after 6:00pm.

I will swap Marble Madness for Micro Machines or Lemmings on the Master System. If interested please contact Aston Wood at 19 Bredel House, Burgess Street, Poplar, London E14. (Has to be in London.)

Will swap Castle of Illusion (GG) for Micro Machines, Chessmaster or World Class Leader Board. Will consider other swaps. Contact (0851) 870933. Must be with instructions. Phone after 5pm any day except Thursday and ask for John.

Swap Sonic, Californian Games or Euro Club Soccer for Krusty's Fun House, Mortal Kombat or Jungle Book. Phone on 0777 704624 after 5pm.

## PENPALS

12-year-old male seeks 12-13-year-old girl. Must be sexy, funny and must like games. Please write to Tom, 24 Matlock Road, Ferndown, Dorset BH22 8QU. Please enclose a photo.

Hello, female, 16-year-old looking for male penpals aged 15-20 who like video games, sports and music. Contact Vera Mavrona, 13 Frynis Street, 146-71 Athens, Greece. All letters will be replied.

11-year-old boy wanted for penpal who's into Mega Drive stuff and will write once a fortnight without obligation. Call Gavin Bent on 0349 830194 for details.

## WANTED

Wanted for Mega Drive 688 Attack Sub. If you can help call Malcolm (0382) 553077.

Rings of Power - photocopy page 80 June 1992 SegaPro - will pay - Tel: 0382 736492. Kate Jimi Christie 51 Broadford Tce, Broughty Ferry, Dundee DD5 3EF.

If you have any Autobot or Deception transformers we will pay a good price or arrange a swap. Tel: (0760) 724070.

Basketball Nightmare and Buggy Run for the Master System. Will swap for other Master System or Game Gear games, or will buy. Call Alex week days after 6pm on 071 435 6305. Please, someone reply.

# SEGA PRO FREE! READER'S ADS

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Fill in the box IN BLOCK CAPITALS with one word per square, cut the coupon out and send it to:

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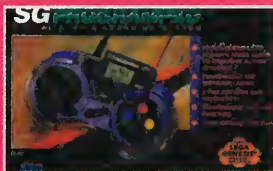


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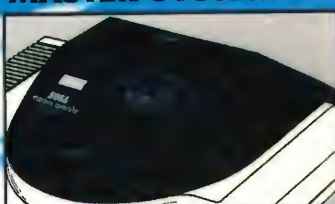
# SAVERS

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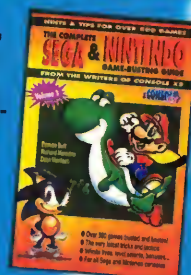
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#### 1943

**IMPORT**  
● Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still great fun. 64%

#### 6888 ATTACK SUB

**SEGA**  
● Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

#### ADDAMS FAMILY

**ACCLAIM**  
● With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 84%

#### AERO THE ACROBAT

**SUNSOFT**  
● Get in on the circus act in this platformer. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. 84%

#### AEROBIZ

**IMPORT**  
● An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

#### AFTER BURNER II

**SEGA**  
● Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

#### AIR OVER

**IMPORT**  
● Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 73%

#### ALESTE (MUSHU)

**IMPORT**  
● This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

#### ALEX KIDD IN ENCHANTED CASTLE

**SEGA**  
● This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

#### ALIEN 3

**FLYING EGG**  
● May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 77%

#### ALIEN STORM

**SEGA**  
● This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 74%

#### ALISIA DRAGON

**SEGA**  
● Alisia Dragon is one tough chick. You must help her through eight stages in the style of Valis. Few lives and tough guardians, very challenging. 82%

#### ALTEREO BEAST

**SEGA**  
● The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free - nuff said... 48%

#### AMERICAN GLADIATORS

**IMPORT**  
● First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

#### ANDRE AGASSI TENNIS

**TECMAGIK**  
● Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

#### ANOTHER WORLD

**VIRGIN**  
● Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

#### AQUATIC GAMES

**ELECTRONIC ARTS**  
● James Pond, the fishy star, stars in a series of classy but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

#### ARCH RIVALS

**FLYING EGG**  
● Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

#### ARCUS ODYSSEY

**IMPORT**  
● RPG in the style of Gauntlet. Two players simultaneously vandalise eight graphically excellent levels. There's a much needed password save. 84%

#### ARIEL: THE LITTLE MERMAID

**SEGA**  
● Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

#### ARNOLD PALMER TOUR GOLF

**SEGA**  
● One of the first golfing games, but still holding its own with the likes of PGA Tour Golf. Real feeling of being out there on the course, smacking little white balls. 81%

#### ART OF FIGHTING

**IMPORT**  
● A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 67%

#### ATOMIC RUNNER

**SEGA**  
● Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

#### AWESOME POSSUM

**IMPORT**  
● An ecological platformer it may be but awesome it ain't. Recycle the cat - you could use it as an ice hockey puck or something. 25%

#### AXIS

**IMPORT**  
● This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

#### BACK TO THE FUTURE 3

**SEGA**  
● Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

#### BAD OMEN

**IMPORT**  
● This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 71%

#### BARKLEY, SHUT UP AND JAM

**ACCOLADE**  
● Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 77%

#### BALL JACKS

**SEGA**  
● A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

#### BART VS THE SPACE MUTANTS

**FLYING EGG**  
● This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

#### BART'S NIGHTMARE

**ACCLAIM**  
● Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

#### BATTLETOADS

**SEGA**  
● This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

#### BATMAN

**SEGA**  
● This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

#### BATMAN RETURNS

**SEGA**  
● Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

#### BATMAN: REVENGE OF THE JOKER

**IMPORT**  
● Better than other Sega versions which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

#### BATTLE GOLF

**IMPORT**  
● A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

#### BATTLEMASTER

**IMPORT**  
● Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

#### BATTLE SQUADRON

**ELECTRONIC ARTS**  
● Its one advantage over other shoot-'em-ups is toughness challenging even the most gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

#### BEAST WARRIORS

**IMPORT**  
● Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

#### BIMINI RUN

**IMPORT**  
● A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

#### BIO SHIP: PALADIN

**IMPORT**  
● Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

#### BLADES OF VENGEANCE

**ELECTRONIC ARTS**  
● You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. 64%

#### BLASTER MASTER 2

**IMPORT**  
● A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 62%

#### BLOCK-OUT

**ELECTRONIC ARTS**  
● Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

#### BOB

**ELECTRONIC ARTS**  
● A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

#### BONANZA BROS

**SEGA**  
● Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in the two-player mode you'll soon have the lot completed. 58%

#### BODXING LEGENDS OF THE RING

**ELECTROBRAIN**  
● A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

#### BUCK ROGERS

**ELECTRONIC ARTS**  
● Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 82%

#### BUBBA 'N' STIX

**CORE DESIGN**  
● Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 84%

#### BUBSY

**ACCOLADE**  
● Guide Bubby around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over its longevity. 81%

#### BUOOKHAN

**ELECTRONIC ARTS**  
● The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 56%

#### BULLS VS LAKERS

**ELECTRONIC ARTS**  
● Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

#### BULLS VS BLAZERS

**ELECTRONIC ARTS**  
● A very realistic basketball sim - fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options making the game an extremely playable affair. 89%

#### BURNING FORCE

**IMPORT**  
● A sad attempt at what should have been a thrilling blast-'em-up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times again. 28%

#### CADASH

**IMPORT**  
● A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

#### CALIBRE .50

**IMPORT**  
● Vertically scrolling shoot-'em-ups are fairly common and to be any good they need something extra special. Calibre .50, sadly, is very mediocre. 33%

#### CALIFORNIA GAMES

**SEGA**  
● All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

#### CAPTAIN AMERICA AND THE AVENGERS

**SEGA**  
● Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

#### CAPTAIN PLANET

**SEGA**  
● Join the Planetarians in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backdrops. 39%

#### CASTLE OF ILLUSION

**SEGA**  
● If you haven't got this, what have you been doing? This game has absolutely everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 93%

#### CASTLEVANIA

**KONAMI**  
● Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

#### CENTURION

**ELECTRONIC ARTS**  
● A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

#### CHAKAN

**SEGA**  
● Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere - as does the music - but failing gameplay lets it down. 76%

#### CHAMPIONSHIP PRO-AM

**IMPORT**  
● This is a cross between Super Off Road and Super Sprint with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

#### CHAMPIONSHIP BOWLING

**IMPORT**  
● An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

#### CHAMPIONS WORLD CLASS SOCCER

**ACCLAIM**  
● Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of Sensi and the passion of FIFA. You'll score a lot though. 80%

#### CHESTER CHEETAH

**IMPORT**  
● A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at Rocket Knight Adventures for a decent alternative. 35%

#### CHIKI CHIKI BOYS

**SEGA**  
● This is Mega Twins and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%

#### CHUCK ROCK

**VIRGIN**  
● Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

#### CHUCK ROCK 2

**CORE DESIGN**  
● A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

#### CLUE

**IMPORT**  
● Cluedo, the popular whodunit board game, makes its way onto the MD. Has some failings as other board-to-console conversions. 76%

#### COOL SPOT

**VIRGIN**  
● Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do with. 93%

#### COLLEGE FOOTBALL

**ELECTRONIC ARTS**  
● A half way experiment between Madden '93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 91%

#### COLUMNS

**SEGA**  
● Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 82%

#### CORPORATION

**VIRGIN**  
● A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

#### COSMIC SPACEHEAD

**CODEMASTERS**  
● Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

#### CRACKDOWN

**SEGA**  
● Wander around Gauntlet-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

#### CRASH OUMMIES

**ACCLAIM**  
● Old platform styles revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. The only question about this is whether it's a bit too easy. 81%

#### CRUE BALL

**ELECTRONIC ARTS**  
● Fast and furious pinball simulator. Tries to better the classy Dragon's Fury, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuck! 69%

#### CYBERBALL

**SEGA**  
● Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

#### CYBORG JUSTICE

**SEGA**  
● This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

#### DANGEROUS SEED

**IMPORT**  
● Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

#### DARK CASTLE

**ELECTRONIC ARTS**  
● The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%



MEGA DRIVE ▶ **QARWIN 4081**  
IMPORT  
● Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics and gripping action. 81%

MEGA DRIVE ▶ **DASHIN' DESPERADOES**  
IMPORT  
● A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 59%

MEGA DRIVE ▶ **DAVE ROBINSON'S SUPREME COURT**  
SEGA  
● The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%

MEGA DRIVE ▶ **DAVIS CUP TENNIS**  
TENGEN  
● Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

MEGA DRIVE ▶ **DEADLY MOVES**  
IMPORT  
● Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

MEGA DRIVE ▶ **DECAP ATTACK**  
SEGA  
● Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

MEGA DRIVE ▶ **DESERT STRIKE**  
ELECTRONIC ARTS  
● A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

MEGA DRIVE ▶ **DICK TRACY**  
SEGA  
● Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

MEGA DRIVE ▶ **ONOLAND**  
IMPORT  
● *Devil Crash* on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

MEGA DRIVE ▶ **DINDSAURS FOR HIRE**  
SEGA  
● Basically your average shoot-'em-up with good animation and an excellent difficulty level. Despite the score long-term latability could be a problem. 83%

MEGA DRIVE ▶ **DISNEY'S ALADDIN**  
DISNEY  
● This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%

MEGA DRIVE ▶ **DOUBLE CLUTCH**  
SEGA  
● Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

MEGA DRIVE ▶ **DOUBLE DRAGON**  
BALISTIC  
● A real treat for big fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

MEGA DRIVE ▶ **DOUBLE DRAGON 3**  
FLYING EGG  
● Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless street fighting. 35%

MEGA DRIVE ▶ **ORACULA**  
PSYGNOSIS  
● Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror shoot despite the chilling and well drawn scenes and movie scenario. 65%

MEGA DRIVE ▶ **DRAGON**  
VIRGIN  
● A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of *Eternal Champions* and *Street Fighter II*. 70%

MEGA DRIVE ▶ **ORAGON'S FURY**  
OAMARK  
● Official release of *Devilish*. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

MEGA DRIVE ▶ **DRAGON'S REVENGE**  
TENGEN  
● The sequel to *Dragon's Fury* is just as addictive and furious as its predecessor. Lots of diverting bonus levels. Just a shame it's only got the one pinball table. 87%

MEGA DRIVE ▶ **DUNE 2**  
VIRGIN  
● A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 90%

MEGA DRIVE ▶ **DUNGEONS AND DRAGONS**  
IMPORT  
● *Dungeons and Dragons* will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. 84%

MEGA DRIVE ▶ **DYNAMITE DUKE**  
SEGA  
● The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

MEGA DRIVE ▶ **EARNST EVANS**  
IMPORT  
● The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

MEGA DRIVE ▶ **EA HOCKEY**  
ELECTRONIC ARTS  
● Was, in its day, one of the most accurate sport conversions ever. However, the improved *NHLPA Hockey* puts it down a few points. 85%

MEGA DRIVE ▶ **ECCO**  
SEGA  
● Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics enhance a refreshingly original game. 93%

MEGA DRIVE ▶ **ELEMENTAL MASTER**  
IMPORT  
● This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

MEGA DRIVE ▶ **EUROPEAN CLUB SOCCER**  
VIRGIN  
● If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

MEGA DRIVE ▶ **ETERNAL CHAMPIONS**  
SEGA  
● A strong contender for the *SFII* 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 94%

MEGA DRIVE ▶ **EVANDER HOLYFIELD'S BOXING**  
SEGA  
● Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

MEGA DRIVE ▶ **EXILE**  
IMPORT  
● A strange mixture of RPG, platform and puzzle, makes Exile an intriguing game to play. Admirable and well worth seeing. 78%

MEGA DRIVE ▶ **EX-MUTANTS**  
SEGA  
● Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

MEGA DRIVE ▶ **F1**  
OAMARK  
● Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%

MEGA DRIVE ▶ **F-1 CIRCUS**  
IMPORT  
● Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

MEGA DRIVE ▶ **F-1 GRANO PRIX**  
IMPORT  
● Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%

MEGA DRIVE ▶ **F-15 STRIKE EAGLE II**  
MICROPROSE  
● This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

MEGA DRIVE ▶ **F117 – NIGHT STORM**  
ELECTRONIC ARTS  
● Pilot the stealth bomber through numerous special missions. More strategy than seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 83%

MEGA DRIVE ▶ **F-22 INTERCEPTOR**  
ELECTRONIC ARTS  
● Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

MEGA DRIVE ▶ **THE FAERY TALE ADVENTURE**  
ELECTRONIC ARTS  
● One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

MEGA DRIVE ▶ **FANTASIA**  
SEGA  
● Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

MEGA DRIVE ▶ **FANTASTIC OIZZY**  
COOEMASTERS  
● Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 90%

MEGA DRIVE ▶ **FATAL FURY**  
SEGA  
● A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

MEGA DRIVE ▶ **FATAL LABYRINTH**  
SEGA  
● *Fatal Labyrinth* is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

MEGA DRIVE ▶ **FATAL REWIND**  
ELECTRONIC ARTS  
● Originally titled *The Killing Game Show*, this makes excellent use of the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

MEGA DRIVE ▶ **FATMAN**  
IMPORT  
● This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

MEGA DRIVE ▶ **FIDO DIDO**  
KANEKO  
● A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 83%

MEGA DRIVE ▶ **FIFA INTERNATIONAL SOCCER**  
ELECTRONIC ARTS  
● SegaPro Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 94%

MEGA DRIVE ▶ **FIGHTING MASTERS**  
IMPORT  
● Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

MEGA DRIVE ▶ **FINAL BLOW**  
IMPORT  
● As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

MEGA DRIVE ▶ **FIRE SHARK**  
SEGA  
● Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

MEGA DRIVE ▶ **FLASHBACK**  
US GOLO  
● If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

MEGA DRIVE ▶ **FLICKY**  
SEGA  
● The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

MEGA DRIVE ▶ **THE FLINTSTONES**  
SEGA  
● Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

MEGA DRIVE ▶ **FORGOTTEN WORLDS**  
SEGA  
● Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

MEGA DRIVE ▶ **G-LOC**  
SEGA  
● More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

MEGA DRIVE ▶ **GAOGET TWINS**  
IMAGITEC  
● Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

MEGA DRIVE ▶ **GAIARES**  
IMPORT  
● Yet another coin-op conversion. Gaiares, however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. 81%

MEGA DRIVE ▶ **GAIN GROUND**  
SEGA  
● A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

MEGA DRIVE ▶ **GALAXY FORCE II**  
SEGA  
● Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

MEGA DRIVE ▶ **GAUNTLET IV**  
TENGEN  
● With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%

MEGA DRIVE ▶ **GENERAL CHAOS**  
ELECTRONIC ARTS  
● The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

MEGA DRIVE ▶ **GEORGE FOREMAN'S KO BOXING**  
ACCLAIM  
● A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please. 54%

MEGA DRIVE ▶ **GHOSTBUSTERS**  
SEGA  
● All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

MEGA DRIVE ▶ **GHOULS 'N' GHOSTS**  
SEGA  
● A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

MEGA DRIVE ▶ **GLOBAL GLADIATORS**  
VIRGIN  
● Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

MEGA DRIVE ▶ **GODS**  
ACCOLAOE  
● A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 81%

MEGA DRIVE ▶ **GOLDEN AXE**  
SEGA  
● In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

MEGA DRIVE ▶ **GOLDEN AXE II**  
SEGA  
● Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

MEGA DRIVE ▶ **GOLDEN AXE III**  
IMPORT  
● The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

MEGA DRIVE ▶ **GRANADA X**  
SEGA  
● Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

MEGA DRIVE ▶ **GRANOSLAM TENNIS**  
SEGA  
● Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

MEGA DRIVE ▶ **GREENDOG**  
SEGA  
● Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

MEGA DRIVE ▶ **GREY LANCER**  
IMPORT  
● Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%

MEGA DRIVE ▶ **GRINO STORMER**  
IMPORT  
● Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%

MEGA DRIVE ▶ **GUNSHIP**  
US GOLO  
● A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 49%

MEGA DRIVE ▶ **GUNSTAR HEROES**  
SEGA  
● The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

MEGA DRIVE ▶ **GYNOUG**  
SEGA  
● At the end of each level there are some disgusting guardians. This alone makes the game-play fun. Gels well and is worth a look. 76%

MEGA DRIVE ▶ **HAROBALL III**  
ACCOLAOE  
● Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

MEGA DRIVE ▶ **HARD DRIVIN'**  
TENGEN  
● Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%

MEGA DRIVE ▶ **HAUNTING**  
ELECTRONIC ARTS  
● Vito and Flo have made sure their brother has a nasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%

MEGA DRIVE ▶ **HEAVENLY SYMPHONY**  
IMPORT  
● This is packed with loads of original options and special features. Definitely the only racing game presently worth forking out for on the Mega-CD. 90%

MEGA DRIVE ▶ **HEAVY UNIT**  
IMPORT  
● This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

MEGA DRIVE ▶ **HELLFIRE**  
IMPORT  
● Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

MEGA DRIVE ▶ **HERZOG ZWEI**  
SEGA  
● You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

MEGA DRIVE ▶ **HIGH SEAS HAVOC**  
IMPORT  
● A dull *Sonic* clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 68%

MEGA DRIVE ▶ **HIT THE ICE**  
IMPORT  
● This arcade conversion is let down by poor graphics. Players are too slow and awkward to direct, there's no incentive to progress. 32%

MEGA DRIVE ▶ **HOOK**  
SONY  
● If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 64%

MEGA DRIVE ▶ **HOME ALONE**  
SEGA  
● Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

MEGA DRIVE ▶ **HUMANS**  
IMPORT  
● Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

MEGA DRIVE ▶ **HYPERDUNK**  
KONAMI  
● Although lacking flair this is a very solid eight-player basketball release. Non-stop action combined with a fair dose of strategy and challenge will keep you dunking. 83%

MEGA DRIVE ▶ **IMMORTAL (THE)**  
ELECTRONIC ARTS  
● The *Immortal* combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

MEGA DRIVE ▶ **INDIANA JONES: LAST CRUSADE**  
US GOLO  
● A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

MEGA DRIVE ▶ **INSPECTOR X**  
IMPORT  
● This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. Almost essential kit. 90%

MEGA DRIVE ▶ **INSTRUMENTS OF CHAOS**  
IMPORT  
● One of the worst platformers you're ever likely to meet. Ought to be bull-whipped. 39%

MEGA DRIVE ▶ **INTERNATIONAL RUGBY**  
OAMARK  
● This rugby sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%

MEGA DRIVE ▶ **ISHIODI: THE WAY OF THE STONES**  
IMPORT  
● Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why that should spend £35 on a board game is beyond us, but each to their own. 64%

MEGA DRIVE ▶ **J LEAGUE PRO STRIKER**  
IMPORT  
● Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on JP machines! 90%

MEGA DRIVE ▶ **JAMES BONO - THE OUEL**  
OAMARK  
● James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

MEGA DRIVE ▶ **JAMES PONO**  
ELECTRONIC ARTS  
● This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

MEGA DRIVE ▶ **JAMES PONO II**  
ELECTRONIC ARTS  
● Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. A brilliant sequel. 90%

MEGA DRIVE ▶ **JAMES PONO 3**  
ELECTRONIC ARTS  
● The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as *JP II* though. 83%

MEGA DRIVE ▶ **JAMMIT**  
VIRGIN  
● A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player that's incredibly easy poses a reasonable title. 80%

MEGA DRIVE ▶ **JEWEL MASTER**  
SEGA  
● Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

MEGA DRIVE ▶ **JOE MONTANA FOOTBALL**  
SEGA  
● One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

MEGA DRIVE ▶ **JOE MONTANA II**  
SEGA  
● This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the *John Madden*. 75%

MEGA DRIVE ▶ **JOE MONTANA III**  
SEGA  
● A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden '93*. Nice try, all the same. 84%

MEGA DRIVE ▶ **JOHN MADDOEN FOOTBALL**  
ELECTRONIC ARTS  
● Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 84%

MEGA DRIVE ▶ **JOHN MADDOEN FOOTBALL 92**  
ELECTRONIC ARTS  
● An update on the graphics and sounds of *JM*. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

MEGA DRIVE ▶ **JOHN MADDOEN FOOTBALL 93**  
ELECTRONIC ARTS  
● Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden '92*, but if you haven't got one, buy this. 92%

MEGA DRIVE ▶ **JOROAN VS BIRO**  
ELECTRONIC ARTS  
● Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 78%

MEGA DRIVE ▶ **JUNCTION**  
IMPORT  
● Junction mixes *Pipe Mania* with a slide puzzle, resulting in a very challenging game. 81%

MEGA DRIVE ▶ **JUNGLE BOOK**  
VIRGIN  
● Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 88%

MEGA DRIVE ▶ **JUNGLE STRIKE**  
ELECTRONIC ARTS  
● Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

MEGA DRIVE ▶ **JURASSIC PARK**  
IMPORT  
● The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%

MEGA DRIVE ▶ **KABUKI SOLOHER**  
IMPORT  
● Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mile easy for old hands. 73%



# PRO FILE

## LOTUS II: THE ULTIMATE CHALLENGE

**ELECTRONIC ARTS**  
● A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. 72%

## LOTUS TURBO CHALLENGE

**ELECTRONIC ARTS**  
● Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

## M1 ABRAMS BATTLE TANK

**SEGA**  
● If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

## MAGICAL MR TALUROOT

**IMPORT**  
● A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

## MARBLE MAONESS

**ELECTRONIC ARTS**  
● If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

## MARIO LEMIEUX HOCKEY

**SEGA**  
● Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and NHLPA Hockey runs all over it. 73%

## MARCO'S MAGIC FOOTBALL

**DOMARK**  
● Great animation in this platformer with a footy to help you past obstacles and baddies. Could get repetitive though. 86%

## MASTER OF MONSTERS

**IMPORT**  
● A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

## MASTER OF WEAPON

**IMPORT**  
● This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

## MACDONALD'S TREASURELAND ADVENTURE

**SEGA**  
● A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 84%

## MADDOEN '94

**ELECTRONIC ART**  
● The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. 91%

## MAZIN WARS

**SEGA**  
● A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

## MEAN BEAN MACHINE

**SEGA**  
● Originally reviewed as Jap import *Puyo Puyo* Sega gave this puzzle game a Robotnik flavour but didn't touch its addictive qualities. Simply the best puzzler yet! 89%

## MEGA LO MANIA

**VIRGIN**  
● Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

## MEGAPANEL

**IMPORT**  
● Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. 83%

## MEGA TRAX

**IMPORT**  
● This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

## MEGA TURRICAN

**IMPORT**  
● A classic shoot-'em-up that still has most of the right stuff to make a good game. Looks tired but good for a blast. 78%

## MERCS

**SEGA**  
● Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

## MICRO MACHINES

**COE/MASTERS**  
● The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

## MIKTONIGHT MAONESS

**IMPORT**  
● Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

## MIG-29 FIGHTER PILOT

**DOMARK**  
● A challenging and exciting flight sim that takes you through five tough missions. Great polygon graphics and relentless cockpit drama! 82%

## NIGHT & MAGIC

**ELECTRONIC ARTS**  
● Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

## MIKE DITKA FOOTBALL

**BALLISTIC**  
● The graphics are poor, but the game is addictive. *Mike Ditka* doesn't have the charisma of *John Madden*, but his comments make more sense. 78%

## MONOPOLY

**IMPORT**  
● A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

## MONSTER LAIR

**SEGA**  
● Controlling a sword-wielding young lass may get you rather excited, but the whole adventure of hacking through the greenery soon gets very tedious. 40%

## MOONWALKER

**SEGA**  
● A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

## MORTAL KOMBAT

**ACCLAIM**  
● A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! 93%

## MUHAMMAD ALI'S BOXING

**VIRGIN**  
● There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

## MUTANT LEAGUE FOOTBALL

**ELECTRONIC ARTS**  
● A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden* too deep, then try this for more fun. 70%

## MUTANT LEAGUE HOCKEY

**ELECTRONIC ARTS**  
● An attempt to pump up the comedy as players explode, get chainsawed or vanish down holes in the ice. Funny or sick, it's up to you – but the mystic is still shallow overall. 78%

## MYSTIC OEFENOER

**SEGA**  
● A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

## NEW ZEALAND STORY

**IMPORT**  
● This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 85%

## NBA ALL STAR CHALLENGE

**IMPORT**  
● The lack of a full-game tournament option lets it down, but there's still lots of challenge in competing against the CPU or a second human player. 68%

## NBA JAM

**ACCLAIM**  
● The most addictive basketball title yet. Pick it up and you'll be hooked for hours on end. Although full of sparkling moves and set-pieces it's sheer playability that makes it a winner. 91%

## NBA SHOWDOWN

**ELECTRONIC ARTS**  
● At the more strategic end of the basketball spectrum this suffers from a slight lack of polish. Plenty of options and a tough league will make this appeal to hardened basketball fans. 80%

## NHLPA HOCKEY '93

**ELECTRONIC ARTS**  
● The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

## NHL HOCKEY '94

**ELECTRONIC ARTS**  
● In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. 74%

## NIGEL MANSELL'S WORLD CHAMPIONSHIP

**IMPORT**  
● Our Nige stars in an only average racing game. The lack of a two-player mode really stalls this on the starting grid before it has a chance to catch up. 62%

## NORMY

**ELECTRONIC ARTS**  
● A disappointingly normal platformer with only a few wacky sprites and bizarre situations to save the day. 75%

## OLYMPIC GOLD

**US GOLO**  
● The MD is short of this kind of sporting compilation, but Olympic Gold more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

## ONSLAUGHT

**IMPORT**  
● An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

## THE OTTIFANTS

**SEGA**  
● Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 83%

## OUTLANDER

**IMPORT**  
● An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

## OUT RUN

**SEGA**  
● This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

## OUTRUNNERS

**IMPORT**  
● Ace in the arcades – this is a good looking conversion with lots of tracks but it's just far too simple to control. 76%

## OUTRUN 2019

**SEGA**  
● This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

## PAC-MANIA

**DOMARK**  
● 3-D Pac-Man is a rather pleasant outing. The graphics are excellent, making the whole thing a joy to play. 78%

## PAPERBOY

**DOMARK**  
● A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks a two-player versus mode. 60%

## PAPERBOY 2

**DOMARK**  
● Another fine conversion, but still no two player vs mode. If you are a fan of Paperboy, then this is more of the same, with little else added. 63%

## PEBBLE BEACH GOLFLINKS

**IMPORT**  
● Just because this begins with the same letter as PGA doesn't mean it's a patch on it. Bad controls and only one course (!) will have you running to the clubhouse. 50%

## PELE

**ACCOLADE**  
● Inferior soccer sim from the Accolade stable. Bad controls and poor graphics will frustrate and annoy most players. Leave it on the bench. 73%

## PETE SAMPRAS TENNIS

**COE/MASTERS**  
● Wonderful tennis game. The depth of gameplay is a joy as there are always new shots to learn. It's even got four-player built-in! 90%

## PGA TOUR GOLF

**ELECTRONIC ARTS**  
● Slightly better than *Arnold Palmer* due to its much greater realism (you will even get the occasional bird tweeting in the trees) and improved graphics. 88%

## PGA TOUR GOLF II

**ELECTRONIC ARTS**  
● A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

## PGA EUROPEAN TOUR GOLF

**ELECTRONIC ARTS**  
● Still the same PGA formula but the European players and courses lend this a much more interesting flavour. Better, but perhaps not worth it if you already own a PGA title. 88%

## PHANTASY SOLDIER 3

**IMPORT**  
● As the majority of gamers won't have heard of this, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

## PHANTASY STAR II

**SEGA**  
● First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

## PHANTASY STAR III

**SEGA**  
● Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

## PHELIOS

**SEGA**  
● Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

## PIGSKIN FOOTBRAWL

**IMPORT**  
● Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

## PIRATES

**MICROPROSE**  
● Sub-standard adventure yam that lacks depth and lastability. There's just not enough here to hold your attention. 72%

## PIT-FIGHTER

**DOMARK**  
● Improved digitised graphics, gut wrenching sound and the lasting appeal of battering your opponents to death. How could this fail to be a winner? 87%

## POPULOUS

**ELECTRONIC ARTS**  
● One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

## POWERBALL

**IMPORT**  
● The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

## POWER CHALLENGE

**ACCOLADE**  
● Reverse angle replays, well drawn fairways and a realistic sense of depth and control are the main features of this average golf sim. 72%

## POWERMONGER

**ELECTRONIC ARTS**  
● A massive land-conquering mission. Unfortunately, graphics and sound let it down and lasting appeal is seriously affected. 72%

## PREDATOR 2

**FLYING EDGE**  
● Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

## PRINCE OF PERSIA

**DOMARK**  
● It took ages to get to the MD but this has to be one of the toughest platform games ever! Only those with limitless patience and precision joystick handling need apply. 83%

## PRO MOVES SOCCER

**IMPORT**  
● Completely lacking subtlety and finesse this American version of football is almost unplayable. You'll wish it's all over immediately. 42%

## PRO QUARTERBACK

**IMPORT**  
● A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

## QUACKSHOT

**SEGA**  
● You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%

## QUAO CHALLENGE

**IMPORT**  
● Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

## RAJON TRAO

**IMPORT**  
● More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%

## RACE DRIVIN'

**TENGEN**  
● This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 80%

## RAINBOW ISLANDS

**IMPORT**  
● With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

## RANGER-X

**SEGA**  
● Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 92%

## RAMBO III

**SEGA**  
● Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 75%

## RASTAN SAGA 2

**IMPORT**  
● Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

## RBI 3 BASEBALL

**IMPORT**  
● The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything special. 72%

## RBI 4 BASEBALL

**IMPORT**  
● Tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is too bland. 78%

## RBI BASEBALL '94

**TENGEN**  
● The best *RBI* but still lacking that bit of imagination and flair. Well made but ultimately rather too limited. 77%

## THE REN ANDO STIMPY SHOW

**SEGA**  
● Manic platformer in the spirit of these two gruesome creations. Wonderful graphics will let you believe you're playing a cartoon. The wackiness doesn't wear off! 85%

## THE REVENGE OF SHINOBI

**SEGA**  
● Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

## RINGS OF POWER

**ELECTRONIC ARTS**  
● Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

## RISKY WOODS

**ELECTRONIC ARTS**  
● Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

## ROAD BLASTERS

**IMPORT**  
● Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

## ROAD RASH

**ELECTRONIC ARTS**  
● You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%

## ROAD RASH II

**ELECTRONIC ARTS**  
● Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive. The two-player mode should keep everyone happy. 92%

## ROBOCOP 3

**ACCLAIM**  
● Third instalment of the lethal law-enforcer. Unfortunately he's only armed with flickery sprites and a boring old format. Better left at the cinema. We're waiting for an ED209 game. 54%

## ROBOCOP VS TERMINATOR

**VIRGIN**  
● A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. Don't expect originality. 77%











▼ GAME GEAR ▼	<b>BATTER UP</b> SEGA ● The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%	▼ GAME GEAR ▼	<b>ECCO</b> SEGA ● The aquatic sotty swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%	▼ GAME GEAR ▼	<b>KLAX</b> DOMARK ● Klax has been described as "devastatingly addictive": 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%	▼ GAME GEAR ▼	<b>PREDATOR 2</b> ACCLAIM ● Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%	▼ GAME GEAR ▼	<b>SUPER KICK OFF</b> SEGA ● The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%
▼ GAME GEAR ▼	<b>THE BERLIN WALL</b> KANEKO ● Mega-colourful and crammed with cutesy bad guys and <i>Bubble Bobble</i> style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%	▼ GAME GEAR ▼	<b>FACTORY PANIC</b> SEGA ● Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%	▼ GAME GEAR ▼	<b>KRUSTY'S FUN HDUSE</b> ACCLAIM ● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%	▼ GAME GEAR ▼	<b>PSYCHIC WORLD</b> SEGA ● Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%	▼ GAME GEAR ▼	<b>SUPER MONACO GP</b> SEGA While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%
▼ GAME GEAR ▼	<b>BUSTER BALL</b> RIVERHILL ● <i>Speedball</i> is a game that's not out on GG, but <i>Buster Ball</i> goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%	▼ GAME GEAR ▼	<b>FANTASY ZONE</b> SEGA ● Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%	▼ GAME GEAR ▼	<b>LAND OF ILLUSION</b> SEGA ● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%	▼ GAME GEAR ▼	<b>PUTT AND PUTTER</b> SEGA ● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%	▼ GAME GEAR ▼	<b>SUPER MDNACO GP II</b> SEGA Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrtom. 71%
▼ GAME GEAR ▼	<b>CASTLE OF ILLUSION</b> SEGA ● Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%	▼ GAME GEAR ▼	<b>FANTASTIC DIZZY</b> CODEMASTERS ● Even on the small screen <i>Dizzy</i> makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%	▼ GAME GEAR ▼	<b>LEMMINGS</b> SEGA ● Take control of the <i>Lemmings</i> and save their skins with various constructive activities. Extraordinary graphics and a game which offers a real challenge. 88%	▼ GAME GEAR ▼	<b>RASTAN SAGA</b> SEGA ● Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%	▼ GAME GEAR ▼	<b>SUPER OFF ROAD RACER</b> VIRGIN With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%
▼ GAME GEAR ▼	<b>CHAKAN: THE FOREVER MAN</b> SEGA ● Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%	▼ GAME GEAR ▼	<b>FIRE &amp; ICE</b> VIRGIN ● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 66%	▼ GAME GEAR ▼	<b>THE LUCKY DIME CAPER</b> SEGA ● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%	▼ GAME GEAR ▼	<b>NEN &amp; STIMPY</b> SEGA ● Funny animation doesn't a great game make – this proves it. Under the surface there are no new ideas. 68%	▼ GAME GEAR ▼	<b>SUPER SMASH TV</b> FLYING EDGE Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%
▼ GAME GEAR ▼	<b>CHASE HQ</b> TAITO ● Basically <i>Out Run</i> with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupendous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%	▼ GAME GEAR ▼	<b>G-LOC</b> SEGA ● <i>G-LOC</i> moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%	▼ GAME GEAR ▼	<b>MARBLE MADNESS</b> DOMARK The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutely superb. 79%	▼ GAME GEAR ▼	<b>RC GRAND PRIX</b> IMPORT ● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 59%	▼ GAME GEAR ▼	<b>TALESPIN</b> SEGA Disney games are renowned for their cartoonish feel and this is no exception although it falls miserably in the gameplay stakes. 35%
▼ GAME GEAR ▼	<b>THE CHESSMASTER</b> SEGA ● Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%	▼ GAME GEAR ▼	<b>GALAGA '91</b> NAMCOT ● A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%	▼ GAME GEAR ▼	<b>MEAN BEAN MACHINE</b> SEGA Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 89%	▼ GAME GEAR ▼	<b>ROBOCOP 3</b> ACCLAIM ● No originality in this game that re-hashes a tired old format. Poor, even taking into account the limitations of the small screen. 56%	▼ GAME GEAR ▼	<b>TAX-MANIA</b> SEGA ● A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%
▼ GAME GEAR ▼	<b>CHUCK ROCK</b> SEGA ● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamer. Challenging levels throughout and totally addictive. 87%	▼ GAME GEAR ▼	<b>GEORGE FOREMAN'S BOXING</b> ARENA ● This sad boxing sim (also known as <i>Heavyweight Champ</i> ) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%	▼ GAME GEAR ▼	<b>MONSTER WORLD II</b> SEGA ● A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%	▼ GAME GEAR ▼	<b>SHINOBI</b> SEGA ● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 90%	▼ GAME GEAR ▼	<b>TENGEN'S WORLD CUP SOCCER</b> DOMARK ● Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%
▼ GAME GEAR ▼	<b>CHUCK ROCK 2</b> SEGA ● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as the MS though. 78%	▼ GAME GEAR ▼	<b>GG ALESTE</b> COMPILE ● <i>Halley Wars</i> pales into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole Aleste experience one you will never forget. 92%	▼ GAME GEAR ▼	<b>MORTAL KOMBAT</b> ACCLAIM ● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%	▼ GAME GEAR ▼	<b>SHINOBI II</b> SEGA ● Also known as <i>Skweek</i> , it has colourful graphics that are a tad on the small side. All the addictiveness of <i>Klax</i> with 30 password levels. 82%	▼ GAME GEAR ▼	<b>THE TERMINATOR</b> VIRGIN ● One of the finest platform blasters ever to arrive. Absolutely superb sprite animation and some totally challenging missions. A few game-play quirks may prove annoying, but everything else is tops. 91%
▼ GAME GEAR ▼	<b>CJ ELEPHANT</b> CODEMASTERS ● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 44%	▼ GAME GEAR ▼	<b>GLOBAL GLADIATORS</b> VIRGIN ● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%	▼ GAME GEAR ▼	<b>NEA JAM</b> ACCLAIM ● Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. From downtown... 88%	▼ GAME GEAR ▼	<b>SLOER</b> SEGA ● Also known as <i>Skweek</i> , it has colourful graphics that are a tad on the small side. All the addictiveness of <i>Klax</i> with 30 password levels. 82%	▼ GAME GEAR ▼	<b>TERMINATOR II</b> ARENA ● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 71%
▼ GAME GEAR ▼	<b>COLUMNS</b> SEGA ● Very tough and challenging puzzle game in the style of <i>Tetris</i> . Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%	▼ GAME GEAR ▼	<b>GP RIDER</b> SEGA ● An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%	▼ GAME GEAR ▼	<b>NINJA GAIDEN</b> SEGA ● Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%	▼ GAME GEAR ▼	<b>SOLITAIRE POKER</b> SEGA ● Yawnrama card game has nice sprites, but sound and gameplay soon become annoying. Novelly wears off, even the girl telling you how many levels you've got to go. 70%	▼ GAME GEAR ▼	<b>T2: JUDGEMENT DAY</b> SEGA ● Twice as flickery, just as tall and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%
▼ GAME GEAR ▼	<b>COSMIC SPACEHEAD</b> CODEMASTERS ● A superb portable interactive adventure that's as appealing and attractive as the <i>Dizzy</i> saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 85%	▼ GAME GEAR ▼	<b>HALEY WARS</b> SEGA ● The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%	▼ GAME GEAR ▼	<b>OLYMPIC GOLD</b> US GOLD ● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%	▼ GAME GEAR ▼	<b>SONIC THE HEDGEHOG</b> SEGA ● Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in line style. 91%	▼ GAME GEAR ▼	<b>TOM AND JERRY</b> SEGA ● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%
▼ GAME GEAR ▼	<b>CRASH DUMMIES</b> ACCLAIM ● All that's here is a small compendium of very short and addictive stages that may interest the very inexperienced but at this price, we really doubt it! 49%	▼ GAME GEAR ▼	<b>HEAVYWEIGHT CHAMP</b> SEGA ● This sad boxing sim (also known as <i>George Foreman Boxing</i> ) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%	▼ GAME GEAR ▼	<b>OUT RUN EUROPA</b> SEGA ● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%	▼ GAME GEAR ▼	<b>SPACE HARRIER</b> SEGA ● The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shameful affair. Oh dear. Better take-off and land somewhere else. 71%	▼ GAME GEAR ▼	<b>ULTIMATE SOCCER</b> SEGA ● A playable soccer sim that has all the stats and option but fails to match the appeal of <i>World Cup Soccer</i> . Controls are fiddly and sprites are a little shoddy. 78%
▼ GAME GEAR ▼	<b>CRYSTAL WARRIORS</b> SEGA ● Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%	▼ GAME GEAR ▼	<b>HOME ALONE</b> SEGA ● Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%	▼ GAME GEAR ▼	<b>THE OTTIFANTS</b> SEGA ● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the appeal. 63%	▼ GAME GEAR ▼	<b>SPIDER-MAN</b> FLYING EDGE ● Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics but also some enthralling gameplay over five massive stages. 92%	▼ GAME GEAR ▼	<b>VAMPIRE MASTER OF DARKNESS</b> SEGA ● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%
▼ GAME GEAR ▼	<b>DESERT SPEEDTRAP</b> SEGA ● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 76%	▼ GAME GEAR ▼	<b>HOOB</b> SONY ● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 68%	▼ GAME GEAR ▼	<b>PAC-MAN</b> SEGA ● What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%	▼ GAME GEAR ▼	<b>SPIDER-MAN 2</b> ACCLAIM ● A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%	▼ GAME GEAR ▼	<b>VIKING CHILD (TNE)</b> GAMETEK ● Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%
▼ GAME GEAR ▼	<b>DEFENDERS OF OASIS</b> SEGA ● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%	▼ GAME GEAR ▼	<b>THE HUMANS</b> GAMETEK ● This above average puzzler may look the part, but it is lacking the playability that <i>Lemmings</i> offers. It's also frustrating. 75%	▼ GAME GEAR ▼	<b>PAPERBOY</b> DOMARK ● Die-hard <i>Paperboy</i> addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%	▼ GAME GEAR ▼	<b>STAR WARS</b> US GOLD ● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 90%	▼ GAME GEAR ▼	<b>WWF STEEL CAGE CHALLENGE</b> ACCLAIM ● The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 84%
▼ GAME GEAR ▼	<b>DINO BASHER</b> CODEMASTERS ● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%	▼ GAME GEAR ▼	<b>INDIANA JONES 3</b> SEGA ● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 78%	▼ GAME GEAR ▼	<b>PENGO</b> SEGA ● This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%	▼ GAME GEAR ▼	<b>STREETS OF RAGE</b> SEGA ● Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%	▼ GAME GEAR ▼	<b>WIMBLEDON</b> SEGA ● Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%
▼ GAME GEAR ▼	<b>DOUBLE DRAGON</b> VIRGIN ● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the bad-dies is just too dated and unoriginal. Gameplay is also much too slow and frustrating to bare for any length of time. 45%	▼ GAME GEAR ▼	<b>JAMES BOND</b> DOMARK ● James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. 70%	▼ GAME GEAR ▼	<b>PGA TOUR GOLF</b> TENGEN ● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the <i>PGA</i> event. 85%	▼ GAME GEAR ▼	<b>STREETS OF RAGE II</b> SEGA ● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%	▼ GAME GEAR ▼	<b>WINTER OLYMPICS</b> US GOLD The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 78%
▼ GAME GEAR ▼	<b>DRAGON</b> VIRGIN ● Not the same as the Mega Drive version t all. This is not as bad as <i>Robocop</i> but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52%	▼ GAME GEAR ▼	<b>JAMES POND II</b> US GOLD ● This is a terrific handheld adventure for anyone. Agent Robocop must travel through a factory where each level has its own theme. Backgrounds and sprites are superbly drawn and gameplay is totally addictive. 90%	▼ GAME GEAR ▼	<b>POP BREAKER</b> IMPORT ● Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%	▼ GAME GEAR ▼	<b>SUPERMAN</b> VIRGIN ● Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%	▼ GAME GEAR ▼	<b>WONDER BOY</b> SEGA ● This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%
▼ GAME GEAR ▼	<b>DRAGON CRYSTAL</b> SEGA ● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 80%	▼ GAME GEAR ▼	<b>JOE MONTANA FOOTBALL</b> SEGA ● Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%	▼ GAME GEAR ▼	<b>PRINCE OF PERSIA</b> DOMARK ● One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%	▼ GAME GEAR ▼	<b>SUPER GOLF</b> SIGMA ● Golfing made simple. Not as realistic as <i>Leaderboard</i> but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%	▼ GAME GEAR ▼	<b>WONDER BOY: DRAGON'S TRAP</b> SEGA ● Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 75%
▼ GAME GEAR ▼	<b>DROP ZONE</b> CODEMASTERS ● A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26%	▼ GAME GEAR ▼	<b>KINETIC CONNECTION</b> SEGA ● Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw. It's fun for a while but it ultimately drives you insane. 72%	▼ GAME GEAR ▼		▼ GAME GEAR ▼		▼ GAME GEAR ▼	



# PRO FILE

## WOODY POP

SEGA  
● Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

## WORLD CLASS LEADERBOARD

SEGA  
● Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

## ZOO! GREMLIN

● Colourful and smooth this still loses out with too much repetition and too little content to be truly entertaining. 75%



## ACE OF ACES

SEGA  
● MS flight sims have never been complex and this isn't breaking any new ground. In-game graphics are pretty dreadful. 55%

## ACTION FIGHTER

SEGA  
● Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 51%

## THE ADDAMS FAMILY

ACCLAIM  
● Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 75%

## ACASSI TENNIS

TECMAGIK  
● The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

## AERIAL ASSAULT

SEGA  
● Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

## AFTER BURNER

SEGA  
● Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

## ALADDIN

SEGA  
● What's great on MD gets re-worked into mediocrity on the MS. A different game with much less platform play to offer. 58%

## ALEX KIDD IN HI-TECH WORLD

SEGA  
● Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

## ALEX KIDD IN MIRACLE WORLD

SEGA  
● This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular end-successful elements. Essential Sega software. 90%

## ALEX KIDD IN SHINOBI WORLD

SEGA  
● Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 85%

## ALEX KIDD AND THE LOST STARS

SEGA  
● Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not in this! Finding the lost stars won't take you long. 79%

## ALIEN 3

ACCLAIM  
● As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

## ALIEN STORM

SEGA  
● Massive "save the human race" game, with cool visuals, but a bit eas. A sort of *Golden Axe* in the 21st century. Recommended. 87%

## ALIEN SYNDROME

SEGA  
● If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 85%

## ALTERED BEAST

SEGA  
● Bad conversion of popular coin-op. A beat-'em-up that's severely flawed by flicky sprites and scrolling. 50%

## AMERICAN BASEBALL

SEGA  
● Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 83%

## AMERICAN PRO FOOTBALL

SEGA  
● This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

## ARCH RIVALS

FLYING EDGE  
● Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 83%

## ARCADE SMASH HITS

VIRGIN  
● *Centipede*, *Break-Out* and *Missile Command* all in one cart. All the games are basic but addictiveness and playability shines through. 82%

## ASSAULT CITY

SEGA  
● A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

## ASTERIX

SEGA  
● Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics are like a comic book, and the incidental music is more than just that. 94%

## ASTRO WARRIOR

SEGA  
● Usual shoot-'em-up stuff. Pick up the power-ups, learn formations and Bob's your uncle. 67%

## AZTEC ADVENTURE

SEGA  
● Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 70%

## BACK TO THE FUTURE III

FLYING EDGE  
● Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

## BANK PANIC

SEGA  
● If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

## BART VS THE SPACE MUTANTS

FLYING EDGE  
● The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

## BASKETBALL NIGHTMARE

SEGA  
● An innovative approach which is inspired by the film, *Teen Wolf*. Monster teams line up against each other. Solely to make you laugh. 88%

## BATMAN RETURNS

SEGA  
● Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

## BATTLE OUT RUN

SEGA  
● You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. *Tiresome Out Run* rehash. 67%

## BLADE EAGLE 3-D

SEGA  
● Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 77%

## BOMBER RAID

SEGA  
● Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 33%

## BONANZA BROS

SEGA  
● Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 90%

## BUBBLE BOBBLE

SEGA  
● Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

## BUGGY RUN

SEGA  
● An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 79%

## CALIFORNIA GAMES

SEGA  
● Six events -- skateboarding, football, surfing, BMX, half-pipe and frisbee -- means long-lasting challenge and enhanced playability. 83%

## CALIFORNIA GAMES II

SEGA  
● Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

## CAPTAIN SILVER

SEGA  
● Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

## CASINO GAMES

SEGA  
● This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. 44%

## CASTLE OF ILLUSION

SEGA  
● Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

## CHAMPIONS OF EUROPE

TECMAGIK  
● Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

## CHASE HQ

SEGA  
● What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the drug-dealer's car and if you mess up it takes ages to relocate them again. 72%

## CRASH DUMMIES

ACCLAIM  
● A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

## CHOPLIFTER

SEGA  
● Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

## CHUCK ROCK

VIRGIN  
● A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally edditive. 84%

## CHUCK ROCK 2

CDRE  
● Chuck's son brings some stone-age humour to the MS. Excellent platform action from start to finish. If you liked the original... 83%

## CLOUD MASTER

SEGA  
● You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

## COLUMNS

SEGA  
● Possibly the best Sega machine implementation of this excellent Tetris beater. It is far more enjoyable and rewarding than the popular original, especially when playing in two-player versus mode. 91%

## COSMIC SPACEHEAD

CDDEMASTERS  
● A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 93%

## CYBER SHINOBI

SEGA  
● The *Shinobi* series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

## CYBORG HUNTER

SEGA  
● While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

## DANAN: THE JUNGLE FIGHTER

SEGA  
● Sluck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

## DEAD ANGLE

SEGA  
● A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

## DEEP DUCK TROUBLE

SEGA  
● Fun -- if a more than a little samey -- sequel to the playable *Doraki Duck*. The only real quibble with this well constructed platformer is that there isn't enough of it! 86%

## DESERT SPEEDTRAP

IMPORT  
● A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 74%

## DESERT STRIKE

DOMARK  
● The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 93%

## DINOBASHER

CDDEMASTERS  
● Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 57%

## DOUBLE DRAGON

SEGA  
● This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

## DOUBLE HAWK

SEGA  
● Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

## DRAGON

VIRGIN  
● Two Mbit and too old. With so little memory available this is missing that killer punch a beat-'em-up needs. 47%

## DRAGON CRYSTAL

SEGA  
● This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 82%

## DYNAMITE DUKE

SEGA  
● If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

## DYNAMITE DUX

SEGA  
● A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

## ECCO THE DOLPHIN

SEGA  
● If you're looking for an excellent MS game, look no further. It's so playable it releases the MS from its watery grave. 91%

## F1

DOMARK  
● A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

## F-16 FIGHTER

SEGA  
● Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

## FANTASTIC DIZZY

CDDEMASTERS  
● The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 92%

## FANTASY ZONE

SEGA  
● For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! 91%

## FANTASY ZONE 2

SEGA  
● More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

## FANTASY ZONE 3

SEGA  
● The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

## FIRE AND FORGET II

TITUS  
● Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

## THE FLINTSTONES

GRANDSLAM  
● The quality of programming is evident, except everything is very simple to execute and soon bores you. 70%

## GAIN GROUND

SEGA  
● You and a friend have to choose from a band of warriors and attack a number of strongholds. Good teamwork and very addictive. 82%

## GALAXY FORCE

SEGA  
● This coin-op game is excellent fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 86%

## GANGSTER TOWN

SEGA  
● Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 65%

## GAUNTLET

SEGA  
● Atari's famous four-player coin-op, but in two-player MS guise. It's just the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

## GEORGE FOREMAN'S KO BOXING

ACCLAIM  
● Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. Gameplay is okay, but nothing new. 69%

## GHOSTBUSTERS

SEGA  
● Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if playing the ghosts does require some talent. 50%

## GHOST HOUSE

SEGA  
● Some things in life were never meant to be. This ghostly (ghostly) encounter requires little skill and is aimed at just a very young players. 45%

## GNUOLS 'N' GHOSTS

SEGA  
● A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays like a dream. Buy it. 90%

## GLOBAL DEFENSE

SEGA  
● A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

## GLOBAL GLADIATORS

VIRGIN  
● It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

## G-LOC

SEGA  
● A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

## GOLDEN AXE

SEGA  
● A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

## GOLDEN AXE WARRIOR

SEGA  
● Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action -- just lots of adventuring. 67%

## GOLFMANIA

SEGA  
● For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

## GOLVELLIUS

SEGA  
● The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

## GP RIDER

SEGA  
● The riding stunts may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

## GREAT BASEBALL

SEGA  
● Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. 75%

## GREAT BASKETBALL

SEGA  
● Die-hard fans will be more at home here. The two-player mode makes the game a real challenge, but the CPU opponents are easy. 78%

## GREAT FOOTBALL

SEGA  
● There is no reason to buy this game with the likes of *Joe Montana* already out. This is a crinkly attempt without any atmosphere. 60%

## GREAT GOLF

SEGA  
● There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

## GREAT ICE HOCKEY

SEGA  
● Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

## GREAT VOLLEYBALL

SEGA  
● The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

## HANG-ON

SEGA  
● How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 78%

## HEAVYWEIGHT CHAMP

SEGA  
● Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

## HEROES OF THE LANCE

US GOLD  
● This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 68%

## HOME ALONE

SEGA  
● Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

## IMPOSSIBLE MISSION

US GOLD  
● An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%









## CONTACT

Send your letters to:  
Nick Merritt,  
Protest, SEGAPRO  
Paragon Publishing,  
124 Old Christchurch Road,  
Bournemouth BH1 1NF.  
(SEGAPRO reserves the right to  
clip letters sent in by our read-

## PROTEST!

There are so many types of tips  
which can be sent in. Action  
Replay codes, small cheats,  
small tips, part solutions, whole  
game guides and maps. Lots of  
carts and T-shirts can be won!

## PROART

Too much artwork is missed  
because it has been addressed to  
ProTest. Send your art to  
ProArt instead. Sorry – but we  
cannot return your work.

# PROTEST!

**At last, it's the summer. Which may be all right for you lot, sitting on the beach sipping Pimms and Lemonade and then getting nicked for underage drinking. Some of us have to sit indoors, slaving away over a steaming Macintosh computer getting the issue out. Well, not me! I quit! See you on the beach... (Oh, and here are some letters by the way.)**

## A BIT BETTER

Why the heck don't Sega make full use of the 8-bit systems? On the Mega Drive we 8-bit owners see the 16 and 24 Meg wonders like *Sonic 3* or *Street Fighter II* and we drool. Then we snap out of these dreams and realise it's a fantasy that the MS or GG could use these games.

But since these are 8-bit machines, surely they could use 8 Meg carts (or possibly 16 Meg as we've all heard of these 32 Meg carts the Mega Drive can use). It would probably make more people buy the machines if Sega pushed the 8-bits to their limits.

Since the 4 Meg carts

have only been around since Christmas, I realise that we GG and MS owners have a long time to wait, but surely this is an idea Sega should look into if it'll boost their income.

Jonathan Nickson,  
Newcastle

Wayne Beckett, Action Replay designer from Dattel tells us that it is in fact possible to build 8-bit games as large as you like. Old 8-bit chips usually aren't capable of using memory chips more than 64K in size, and since even the smallest 8-bit games are now 128K or so, the games designers have to use a nifty device called paged memory to get around the problem (old BBC Micro owners will know all about paged memory). This is a technique which allows the 8-bit machine to access memory in 64-bit 'chunks' or pages.



So you can make games any size you like by adding pages. However, you soon come up against a more realistic limit – money. In theory, a 16Mbit game on the

Master System could cost as much as a 16Mbit game on the Mega Drive.

There's the other side to this as well – chip designers have to use (say) 16Mbits on the Mega Drive because (a) 16-bit games take up more space due to technical reasons, (b) the Mega Drive has better graphics which require more memory to store them, (c) and the sound quality is far better, especially if there is a large number of samples being used. The Master System doesn't have all these facilities and so the games can be made much smaller.



## PROART



Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want!



David Skelton

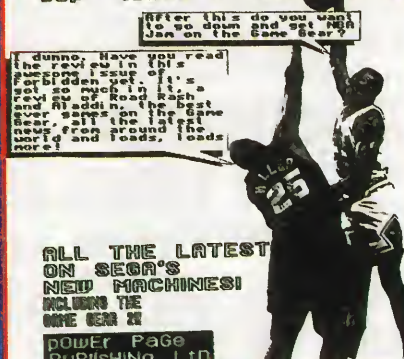


Barry Hunt

## FORBIDDEN

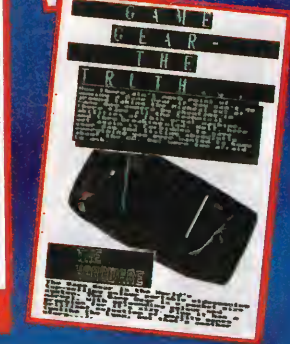
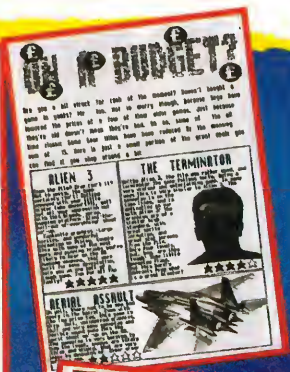
THE ULTIMATE GUIDE FOR GG ENTHUSIASTS

QSP ISSUE 1 SUMMER '94



ALL THE LATEST ON SEGA'S NEW MACHINES! INCLUDING THE ONE GEAR IN 100% GAME GEAR STRICTLY NO GAMEBOY!

Damien Breen









PROTEST!

game goes back to level one. He says he's tried it on two other Mega Drives and has had no problems. I'm stumped by this one. Anybody out there able to help at all?



**Phil McDonnell** from Cheadle in Stockport (used to live in Cheadle myself not too long ago) wants to know the following: (1) Is the Mega Drive 32 just the same as the Saturn? (2) Do you think I should get the Mega Drive 32 or wait for the Saturn? (3) How much will the games be?

So, after a Saturn then are you? Right: (1) No. The two machines will be different. The Mega Drive 32 will still be cartridge-based while the Saturn is going to go for the CD side, big time. The prices will reflect this (Sega want the Saturn to become a high-end multimedia machine while the Mega Drive 32 will be the normal kind of games thing) – £150 for the Mega Drive 32, £350 for the Saturn. (2) Get the Mega Drive 32. That's the one Sega are betting on for serious sales. (3) Don't know yet. But I would expect to see carts weighing in at around the current Mega Drive cart price.



**Maddie** from Madeira writes in assuring us that "SEGAPRO is the best thing since the underwire bra." This is an interesting thought but I'd advise our female readers to stick to their current underwear regime and not switch to using the magazine for support. Even though Maddie lives in Madeira, she still thinks she deserves a reply to her question asking whether there are any Mail Order companies who accept cheques and would send machinery out to her.

Well, try Konsole Direct on (0204) 363200, PO Box 159, Bolton, Lancs BL1 3BF. They will accept cheques and will send out consoles when the cheque clears.

● Nick regrets that he is unable to give personal replies to questions due to the volume of mail he receives. Sounds like he's Clare Rainer, doesn't it? Sad.

## STREET OF SHAME

I have a problem – well, I have lots of problems but this is one I want to talk about. I live on the streets and I only have one set of clothes. So I was wondering, well, er, ahem – give me a T-Shirt, a Mega Drive, *Sonic 3*, a house and a life or I'll come over to the offices with my two-year-old clothes that I've never taken off and make your offices smell like a used packet of Pampers.

**David Neville, 5th Cardboard box on the right**

PS. I hope you like the cool picture of Sonic I drew for you.



*Aggressive begging, eh? Anybody know the number of Bournemouth Police Station?*

*Actually, the offices already smell like a used packet of Pampers but that's what happens when you share the room with the Sega XS team. By the way, you didn't write your proper address, so no T-Shirt I'm afraid!*

*PS. No, it is, to use a technical publishing word, crap.*

## ORIGINAL SINS

What ever happened to originality? I am growing tired of software companies making slight changes to existing games then re-releasing those games and charging a hefty salary for it. I agree some changes validate a new release but in most cases I very much doubt it. To be specific, when will EA abandon the *Madden* and *Hockey* games and concentrate on producing new and original material?

Could you also please tell me whether or not these games will ever make it onto the Mega-CD or Mega Drive?

*Myth* (System 3), *The Great Escape* (Ocean), *Ant Attack* (Quicksilver), *Sim City* (Bullfrog), *Joust*, *Defender*, *Escape From The Planet Of The Robot Monsters*. Also, I hope that Sega UK will come to their senses and realise the Mega-CD has a market of its own (like in America) and not release games for it that appear on cartridge as well.

**Neil Owen, Pinner**

Well, judging by the way the Sega games market is going, it looks like everyone else is fed up of the lack of originality as well, since hardly anybody seems to be buying games at the moment. Having said that, to be fair to EA, they are one of the better software publishers on the whole. And I guess that as long as people continue to buy the *Madden* and *Hockey* games, EA will continue to produce them.

Right, your list:

No (for all of them). You certainly are going back a bit. And although many of the old games were the best, I doubt that they would convert successfully to the Mega Drive. Things have moved on. For instance, ever played *Jet Set Willy* on the Amiga? Appalling! Still, in place of *Sim City*, there will be *Theme Park* soon. But be serious about *Defender* – as good as it was, it would get slaughtered by our reviewers if anybody released it onto the MD now.



## ACTION FRICTION

I am a teenager from little old New Zealand (not another lucky git! – Nick) and I really love reading your books. I was just wondering whether you could give me the prices of the Mega Drive Action Replay in New Zealand dollars. I've tried to translate your prices to New Zealand prices with the banks here but they just told me to go away and stop wasting their time. They are so rude!

**Michael Helaraka, Auckland**

Sorry to hear about your problems with the banks. I sympathise fully but I suggest you get used to it. Banks do not improve as you get older – in fact, they get worse. The secret to dealing with a bank successfully is by not thinking of it as one huge immovable corporation but merely as a collection of sackable individuals. Remember, it's usually dead easy to get a bank manager into trouble if you know the name of his or her boss.

Anyway, the price of the Action Replay is £49.99. Unfortunately, my bank didn't know the exchange rate for NZ dollars. Ah well.



**Jonathon Cherry**



**Anon**



**Michael Parker**



# IT'S HERE! AND IT'S HOT



Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

## AWESOME SOFTWARE



There are almost 100 companies in partnership with Atari for Jaguar software, with over 50 cartridge titles in progress. The following are the current titles, with Atari's release dates. Return the coupon for a full list.

Crescent Galaxy - NOW	£39
Evolution - Dino Dudes - NOW	£39
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Kasumi Ninja - AUG '94	£49
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Brutal Sports Football - AUG '94	£54
Doom - AUG '94	TBC
Rise of the Robots - AUG '94	£49
Tiny Toons Adventures - AUG '94	£49

### ACCESSORIES

Jaguar Controller	£24.99
Composite Monitor Cable	£16.99
RF Switch Box inc Cable	£16.99

All Prices include VAT

# THE WORLD'S FIRST

## The 64-bit Jaguar is here to make other games consoles look prehistoric!

Atari, the inventors of video games, have developed another world exclusive - the FIRST EVER 64-bit games console. Why settle for less, when the Jaguar can deliver arcade quality sound and graphics in games which would be impossible to play on other consoles. Check out Jaguar's impressive specifications, then visit your nearest Silica store for a demonstration. Or, if you can't wait to get your hands on one, call our mail order hotline now. Stock permitting, we can make sure your Jaguar is delivered to you the day after we receive your order (UK mainland). And, delivery (Mon-Fri) is FREE!

### CD-ROM add-on

To provide access to even bigger and better games, plus films and standard music CDs, Atari expects to deliver a CD add-on for Jaguar before Christmas '94.

# 64-BIT CONSOLE

- 5 Processors
- 64-BIT DATA BUS
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JAGUAR CONSOLE + CONTROLLER  
PLUS CYBERMORPH GAME

# £229

INCLUDING VAT - JAG 1064



## THE SILICA SERVICE

Before you decide when to buy your Jaguar console, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the 'Silica Service'.

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PLEASE SEND A BROCHURE ON THE ATARI JAGUAR

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Surname: .....

Company (if applicable): .....

Address: .....

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Postcode: .....

Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own? .....



# PRO SCORES

They're back and they're, well, scores really. If you think you've got a score worth shouting about, write in to us with a photo of the score (and yourself) and maybe we'll print it! No cheating please folks and please use the coupon at the bottom of this column.

## ...MEGA DRIVE...

### JOE MONTANA FOOTBALL

127-0 (Pro) Matthew Williamson, Telford  
127-7 (easy) Andrew Ship, Newbury

99-0 (Pro) Robin Westblom, Chislehurst  
**SONIC THE HEDGEHOG 2**

629,700 Nicholas Hambridge, Woodstock

### STREETS OF RAGE

430,000 Karl Benat, Whitchurch  
414,000 Jonathan Owen, Crewe  
144,200 Bob Porter, Brisbane

### TINY TOONS

6,190,200 Richard Sheldrick, Birmingham

### WORLD CLASS LEADERBOARD

10 under David Wheeler, Sunderland  
9 under Peter Lavender, Burn Moor

## ...GAME GEAR...

### ALIEN 3

602,805 Johnathan Place, London

### ASTERIX

710,560 Paul Denney, Durham  
611,100 Matthew Sinton, Cleveland  
834,900 Ross Gibbens, London

### CALIFORNIA GAMES

22,500 (Half Pipe) Richard Murland, Coventry  
11,250 (Half Pipe) Leon Renn, Nuneaton

### GOLDEN AXE

230 Matthew Alan, West Drayton  
158 Kevin Fell, Croydon

### SONIC THE HEDGEHOG 2

618,900 Jonathan Place  
642,100 Chris O'Byrne

### SUPER KICK OFF

134 - 3 Tony Carrington

## ...MASTER SYSTEM...

### CASTLE OF ILLUSION

150,700 Andrew Brown, Pontypool

### COOL SPOT

378,600 Chris Flowers, Gillingham  
234,000 Carlos Madrid, Bournemouth  
156,300 Edward Richards, Liverpool

### JOHN MADDEN '93

326-3 Andy Duncombe, Winchester  
145-7 Alex Jasper, Bournemouth  
139-15 Tony Allingdale, Bristol

### JUNGLE STRIKE

8,113,000 Jonathan Place, Sunderland  
7,415,600 Mark Hill, SegaPro  
5,620,550 Craig Tarrant, Newcastle

### KID CHAMELEON

1093,391 Craig Stewart, Aberdeen  
899,70 Colin Mackintosh, Leeds

### PGA TOUR GOLF 2

4-37 A Marson, Barnsley  
-31 Kenny Carman, Chichester  
-26 Andy Stephens, Kidderminster

### SONIC THE HEDGEHOG 2

724,600 Andrew Brown, Pontypool

## ...MEGA CD...

### STREETS OF RAGE 2

999,990 Chris Flowers, Gillingham  
833,810 The Harlequin, London  
812,430 Darren Gwynne, Bedford

### TOEJAM AND EARL

1056 David Voss, Leeds  
976 Lee Gray, Satchet  
670 Colin Newman, Runcorn

# PRO SCORES

Name.....  
Address.....  
Age.....  
Machine owned.....  
Score.....  
Game.....  
Have you remembered the photo?  
Now send it to Proscores at the usual address!

## JOCKMAIL

In past issues I've read that to get prizes for the compos, you tie up the games company's Director or Producer and beat the s\*\*\* out of him until they cough up. Anyway, let's skip the rest and come to the point. Tie up yourself or the Production Manager or someone else important who gives in when it comes to getting the s\*\*\* beat out of them. Get them to send me a copy of *Lethal Enforcers* plus one *Light Gun* for the Mega-CD.

If this fails, tell him I'll report him to the SSFTPOCTCFNSTACOLEPLG (Scottish Society For The Prevention Of Cruelty To Children For Not Sending Them A Copy Of *Lethal Enforcers* Plus *Light Gun*) which will sue the SegaPro team for millions of pounds. If none of your team has heard of the SSFTPOCTCFNSTACOLEPLG, then it's because I have just set up the organisation.

David Webster, Dundee

PS. If this fails, try it on some other member of the team.

PPS. Despite all this, your magazine is Absolutely Fabulous!

What???!! 'Tie up yourself... or someone else who gives in when it comes to getting the s\*\*\* beat out of them'. Hey, mate. You'd have to



nail my lips to a hand grenade before I'd give in, and even then I'd only give in if the money was right.

Sue us, eh? I will be forced to pass the case on to the SFTMWOBGAOSI (Society For The Malicious Wounding Of Blackmailing Scottish Gits And Other Scrounging Individuals).

PS. Mark... Hey Maaaaarrkkkk! PPS. Most kind. Have a T-Shirt.



## FE THINK HE'S LI-NE

Yo MEGA!

I have recently bought a Mega Drive 2 but unfortunately I bought *Joe Montana 2*. I played it once and it really was crap. I tried to swap it with friends at school but no-one wanted it. Now recently my cat had an accident on it and - (Enough! - Nick.)

Owen Morris, Perthshire

Yeah, nice work mate. THIS IS SEGAPro ISN'T IT and not some other scrofulous rag! By the way, I'd just like to point out that cats are cool and any idiot who leaves their Mega Drive games in a litter box deserves everything he gets. One other thing - please try to come up with more imaginative blags. Thankyou. Now be off with you.

## NOTE TO READERS REGARDING CLUBMANIA:

Unfortunately, some readers who responded to an advertisement for Clubmania in SEGAPro issue 31 have been the victims of an alleged scam. The advert promised every tenth member to join the club a free copy of *Sonic 3* if you sent off £14.99. SEGAPro is not covered by the Mail Order Protection Scheme so we are unable to refund any money that might have been lost in this affair. However, the people alleged to have been behind the affair have been arrested by the police, so if you have had any dealings with Clubmania, please get in contact with the DC Hyde at Blandford Police Station on (0258) 452101.

**SEGA CHAMPIONS**

Inside SEGA VR Activator

**SUB-TERANIA** Syndicate

Theme park Tips.....

**SEGA'S SATURN**

All secrets revealed

by Andrew Brown

**New toys to Play with**

4

SEGA VR

**FUTUR-GAMES 5**

**SYNDICATE**

**THE PARK**

**Sherief Fakry**

SEGA

SEGA

SEGA



Grab those issues you might have missed!

# SEGA PRO BACK ISSUES



**ISSUE 15 £2.00**  
Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crûe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG).



**ISSUE 16 £3.00**  
Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...



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You'll find an exclusive look at Global Gladiators in this issue together with fully-detailed incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-Lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many more.



**ISSUE 18 £2.00**  
Yee-hai! Snap up the action in this bursting Easter special. Not only do you get a Switchatix with the issue (a device which converts your joy-pad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD)...



**ISSUE 19 £2.75**  
Read the exclusive review of Cool Spot on the Mega Drive inside - only in SEGAPro. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Spider-Man 2 (GG), The Humans (GG)!



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Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Baamiah (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS)...



**ISSUE 22 £2.75**  
Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal Kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS).



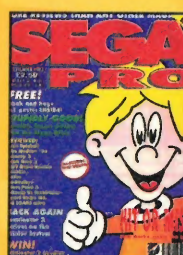
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Amazing new-look SEGAPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue!) 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



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Incredible world exclusive this month as we take the first look at Aero the Acro-Bat, Street Fighter II, Sonic CD, Dune CD, Zool, Gods and loads of more top news, previews, reviews, tips and the rest of the stuff that makes SEGAPro the UK's top Sega magazine! Oh, and don't forget Aladdin...



**ISSUE 26 £2.75**  
Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours, Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...



**ISSUE 27 £3.25**  
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



**ISSUE 28 £2.75**  
There's no stopping SEGAPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and... you'll just have to buy it to find out!



**ISSUE 29 £2.75**  
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the trips. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS).



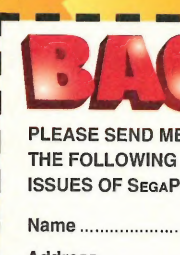
**ISSUE 30 £2.75**  
A new look this month and yet another freebie - this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



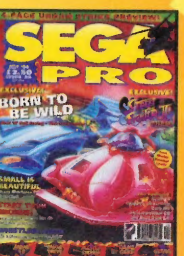
**ISSUE 31 £2.75**  
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Whirlwind Snooker.



**ISSUE 32 £2.50**  
More exclusives than you can shake a very long stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive reviews of Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



**ISSUE 33 £2.50**  
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning new platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



**ISSUE 34 £2.50**  
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month - free stickers and a free Mortal Kombat comic! Sometimes we amaze even ourselves...

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So put it like this - if you don't buy SegaPro next month, all our hard work will go to waste. And We Won't Like That One Little Bit.

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